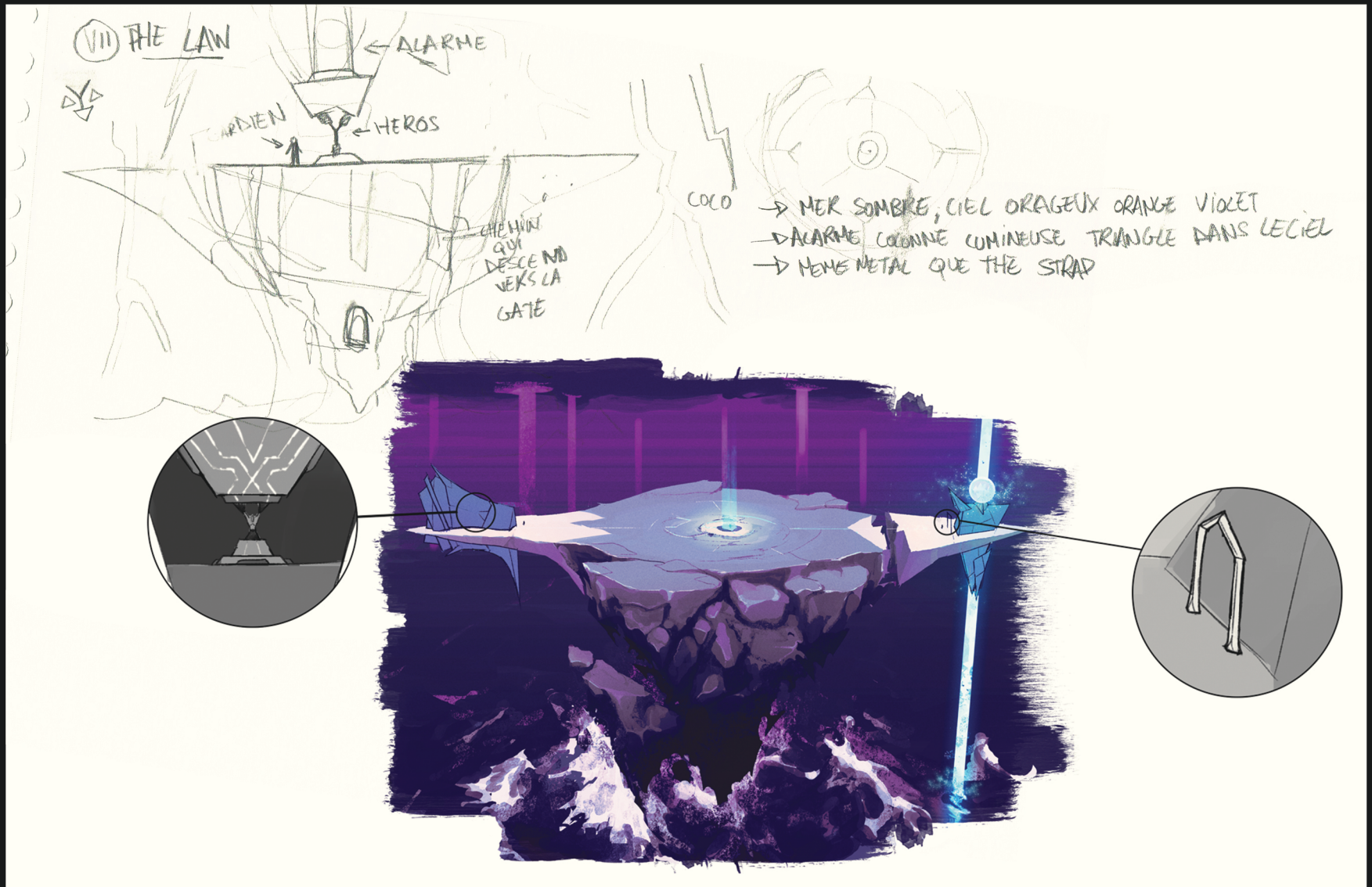
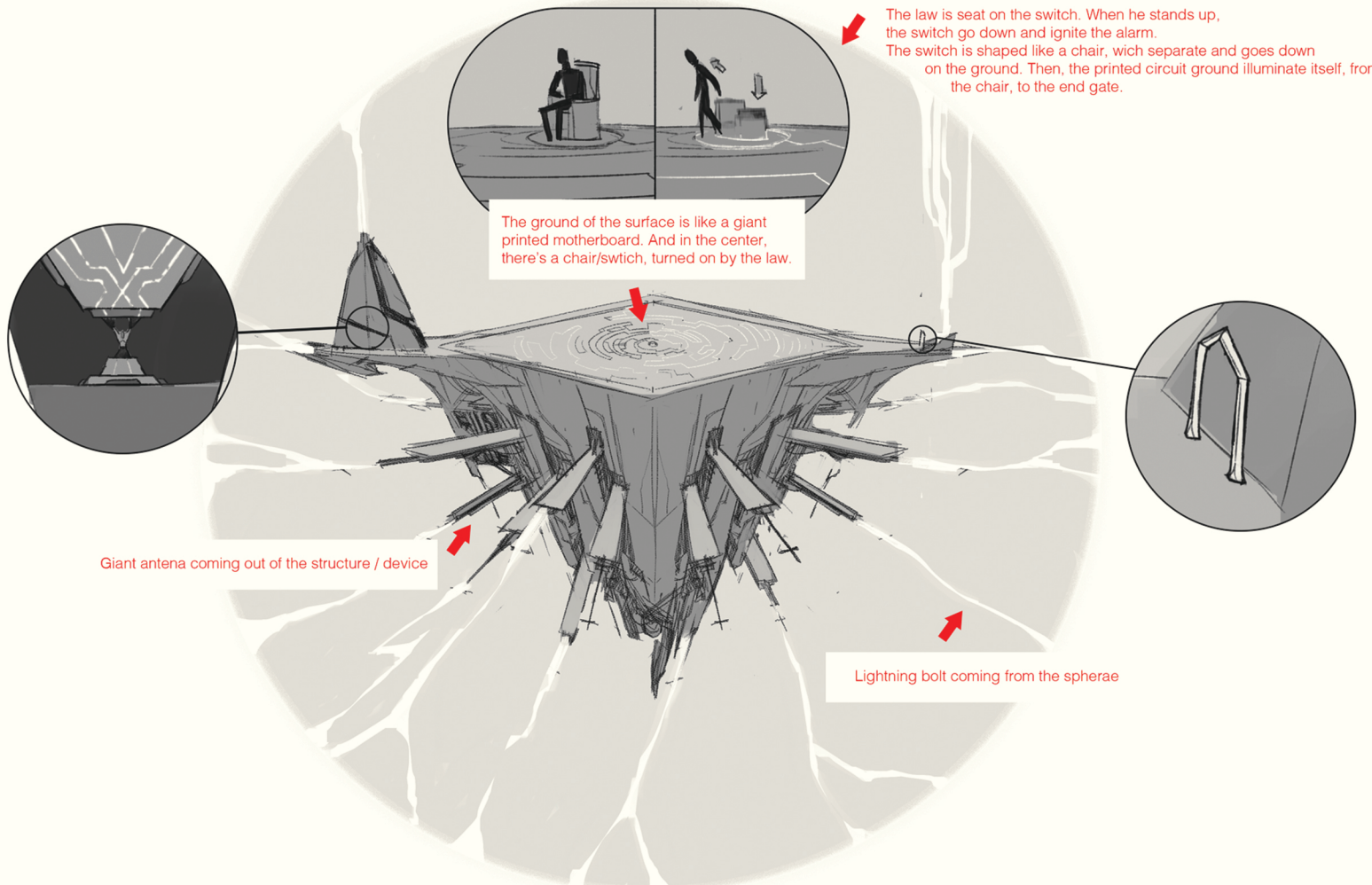


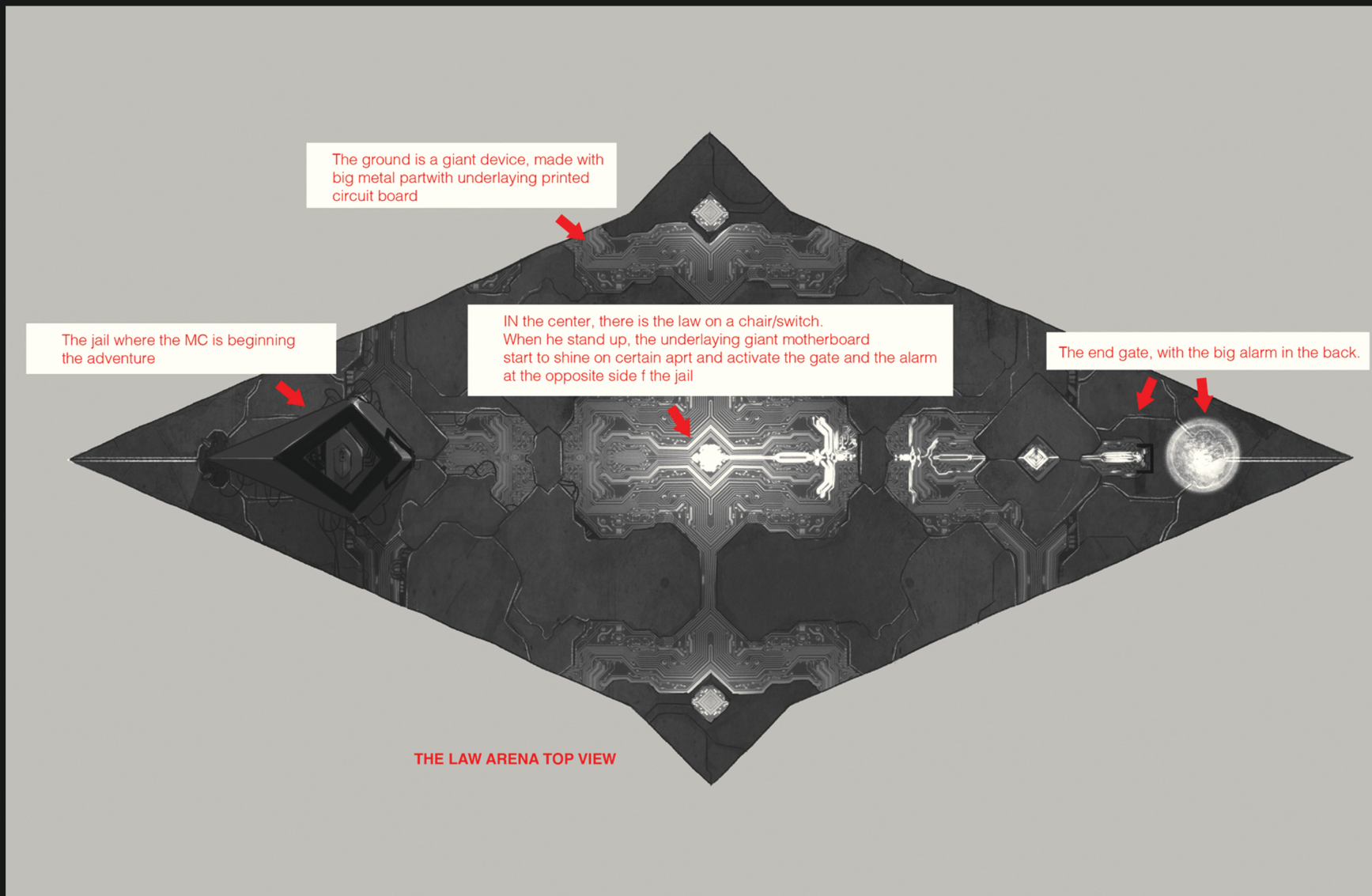


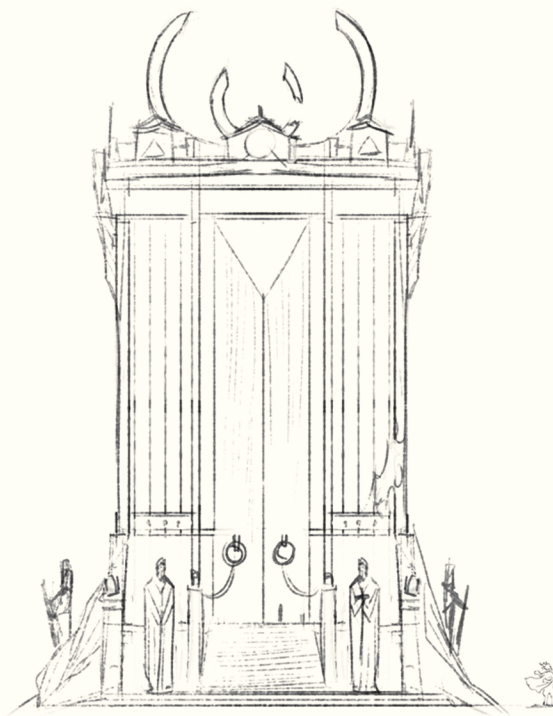
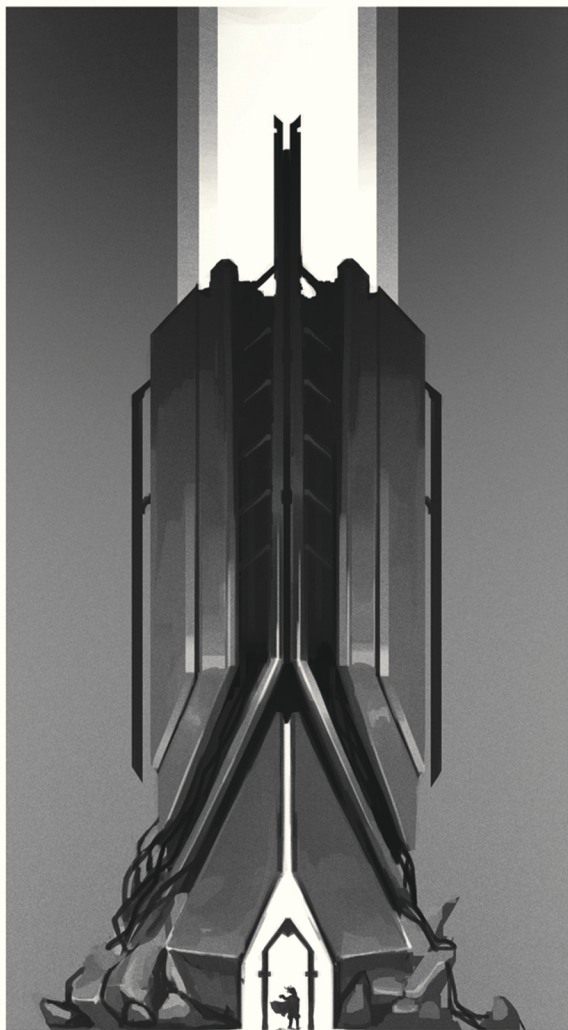
concept art by **@SimonHuttT**
for the videogame **FURI**
produced by **THE GAME BAKERS**

WARNING
MASSIVE SPOILER AHEAD
Keep reading at your own risk.



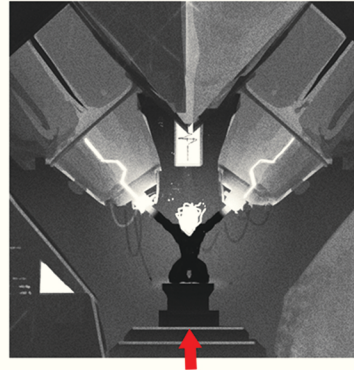






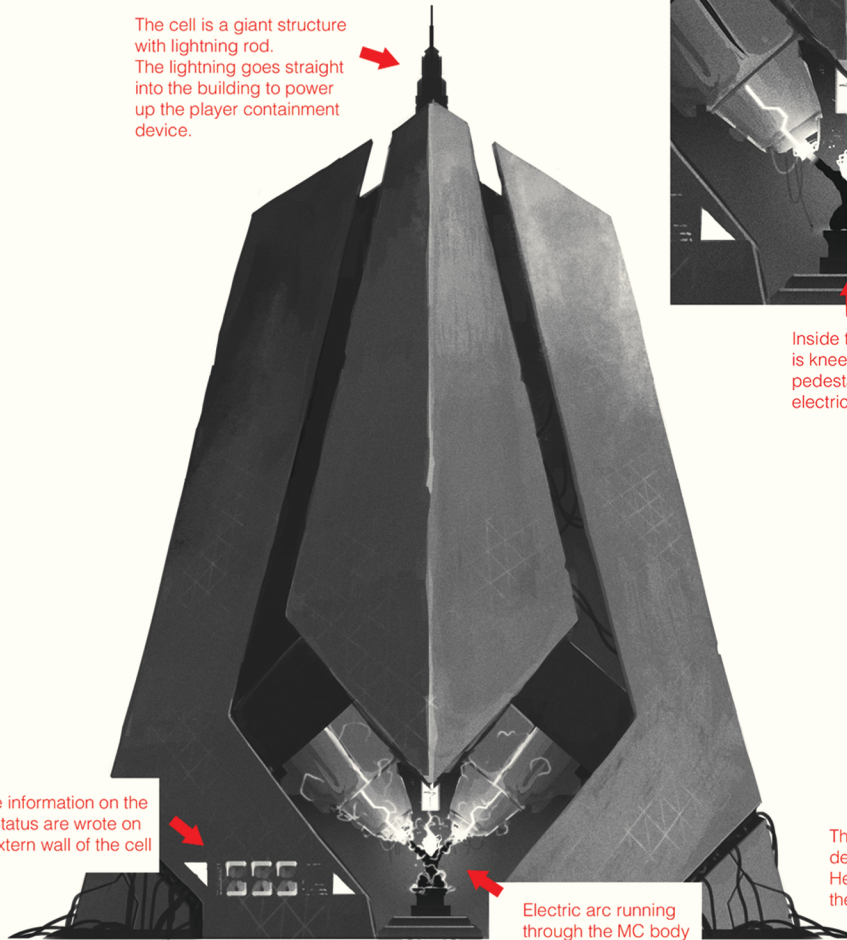
This is a lightning rod
to supply electricity
to the tower jail

The cell is a giant structure with lightning rod. The lightning goes straight into the building to power up the player containment device.



Inside the cell, the MC is kneeling down on a pedestal, waiting for electric shock

Some information on the MC Status are wrote on the extern wall of the cell



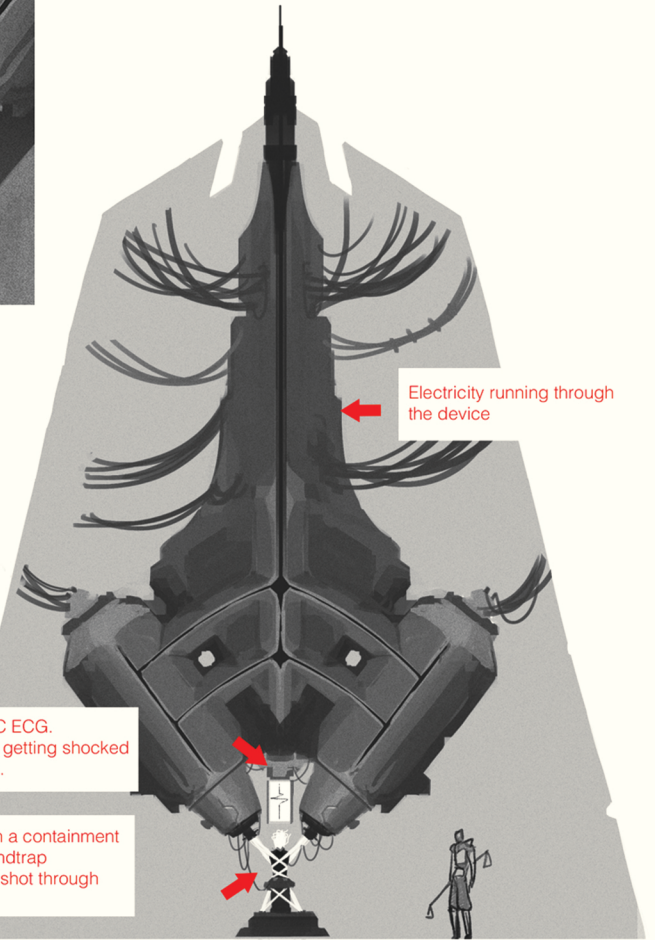
Outside the cell

Electric arc running through the MC body

Screen with MC ECG. Each time he's getting shocked the ECG bump.

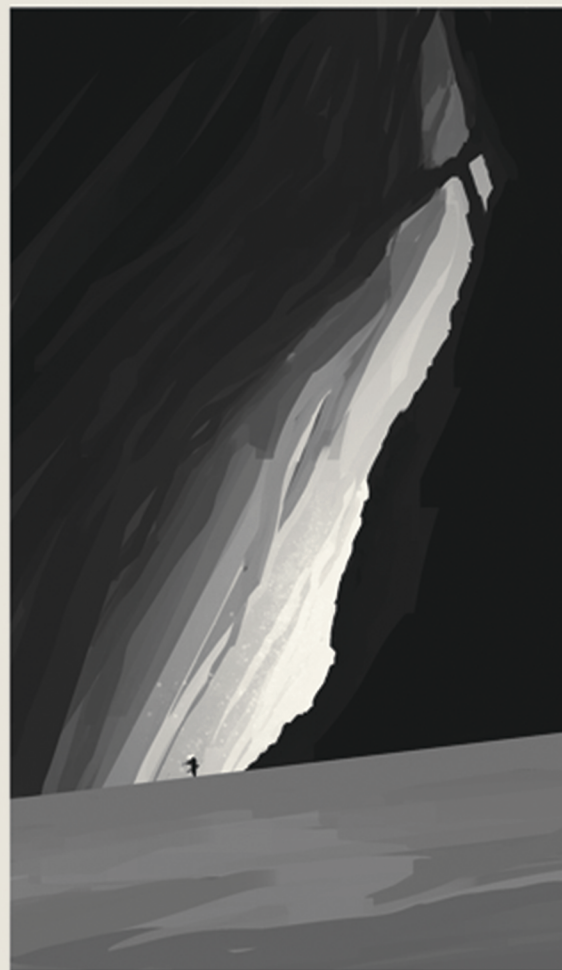
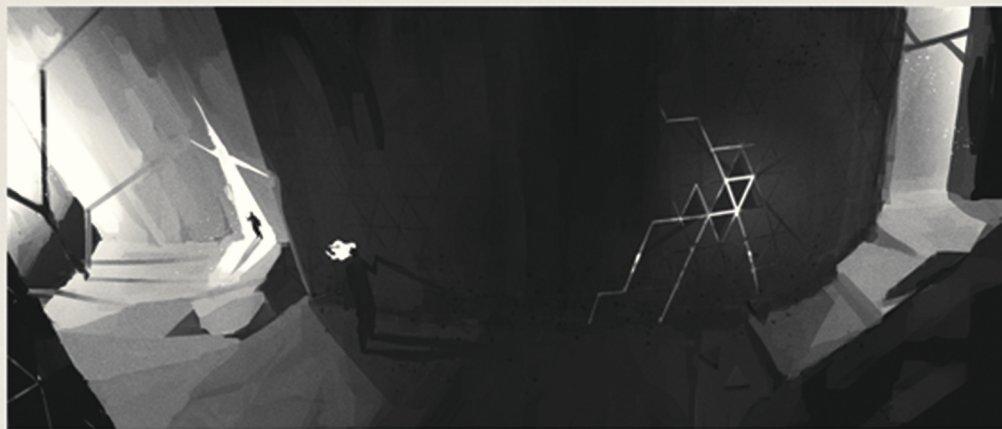
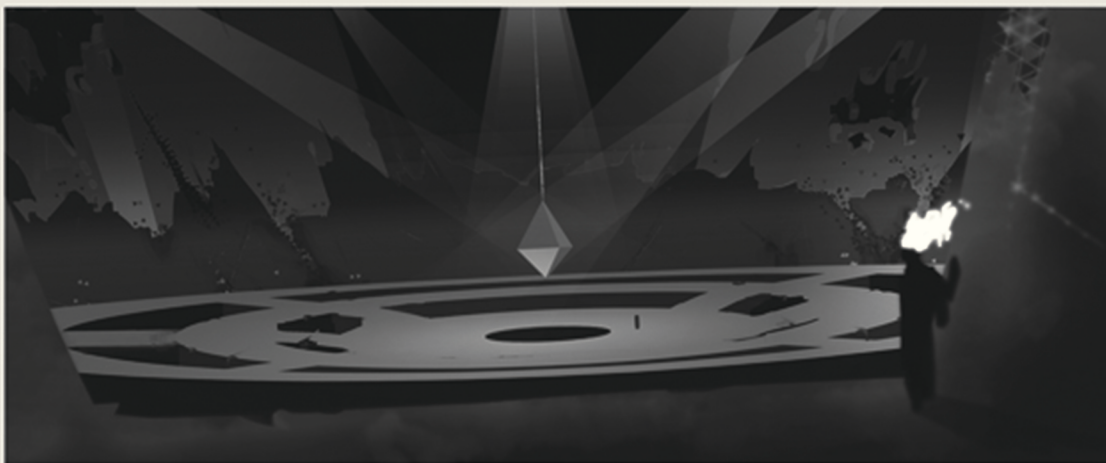
The MC is trapped in a containment device with giant handtrap. He's getting electric shot through the device

MC_CELL

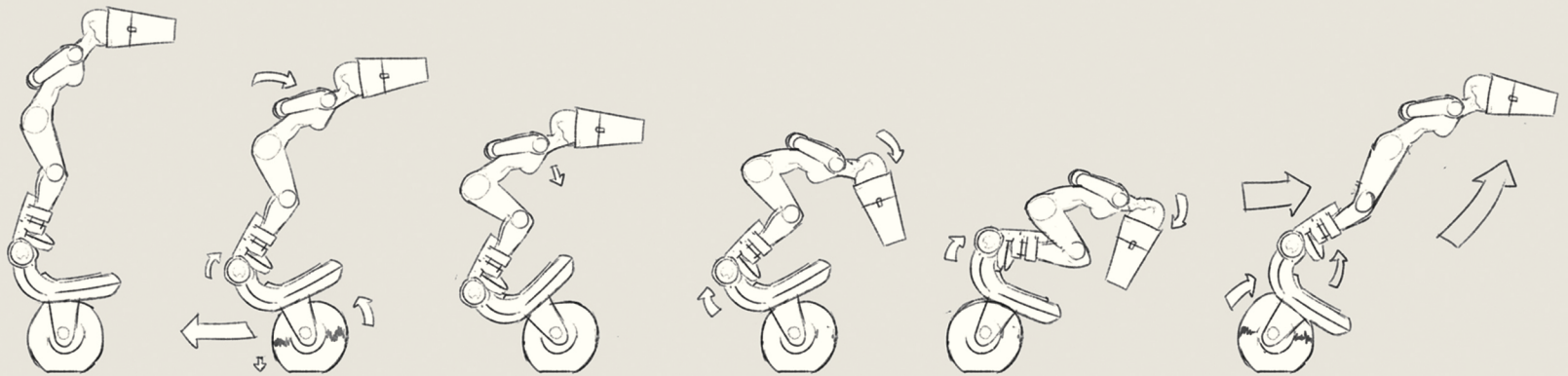


Inside the cell

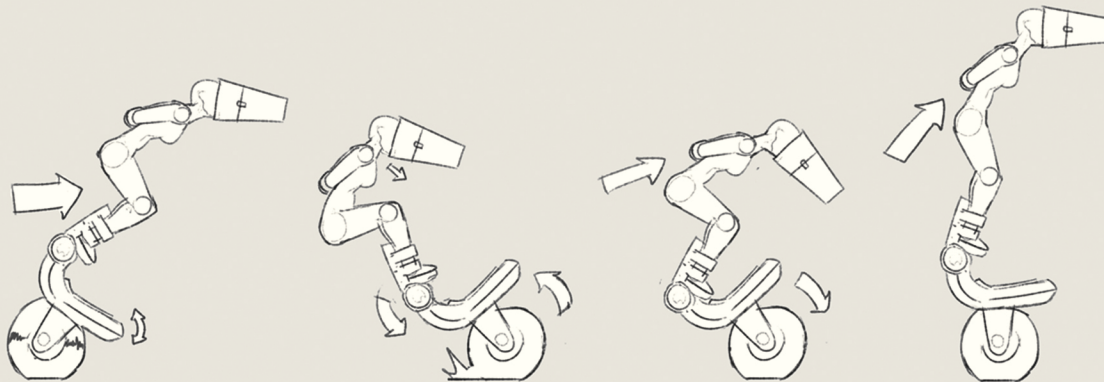
Electricity running through the device







For the rolling segway, the first part of the run is the anticipation, where the wheel goes backward. The nemesis crouches down and expands herself forward to start the run.



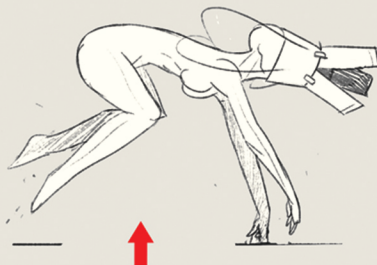
To stop the run, the nemesis pushes her segway in front of her, crouches back and then goes back to the idle. The faster she goes, the more she's leaning forward.



Insectoid walk style like a spider or a phasma



One special attack can be a violent headache and a hologram of her face screaming and morphing under the pain, with lazer eyes

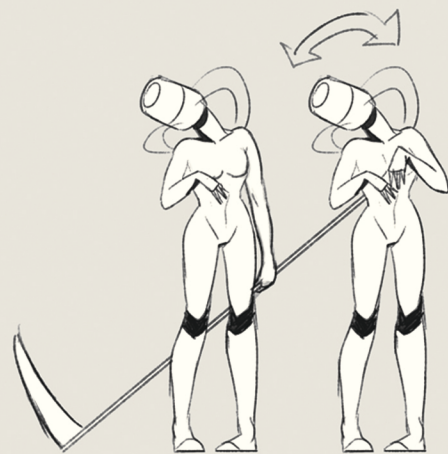


Gorilla style run. With her fist punching the ground



She stand scratching the walls !



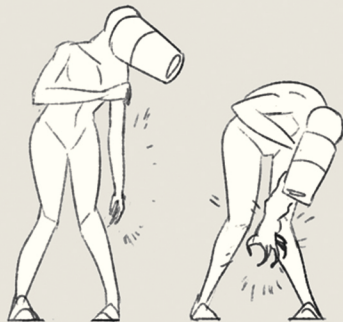


Like a lost pet, she move her head around to find the MC



She stop and clap her nose/lazer like a hungry crocodile

One special attack can be her arm growing as a monster arm and attacking mc, from far by stomping the ground



The Nemesis is looking for the MC
Like a dog she's moving her head to
smell the air.

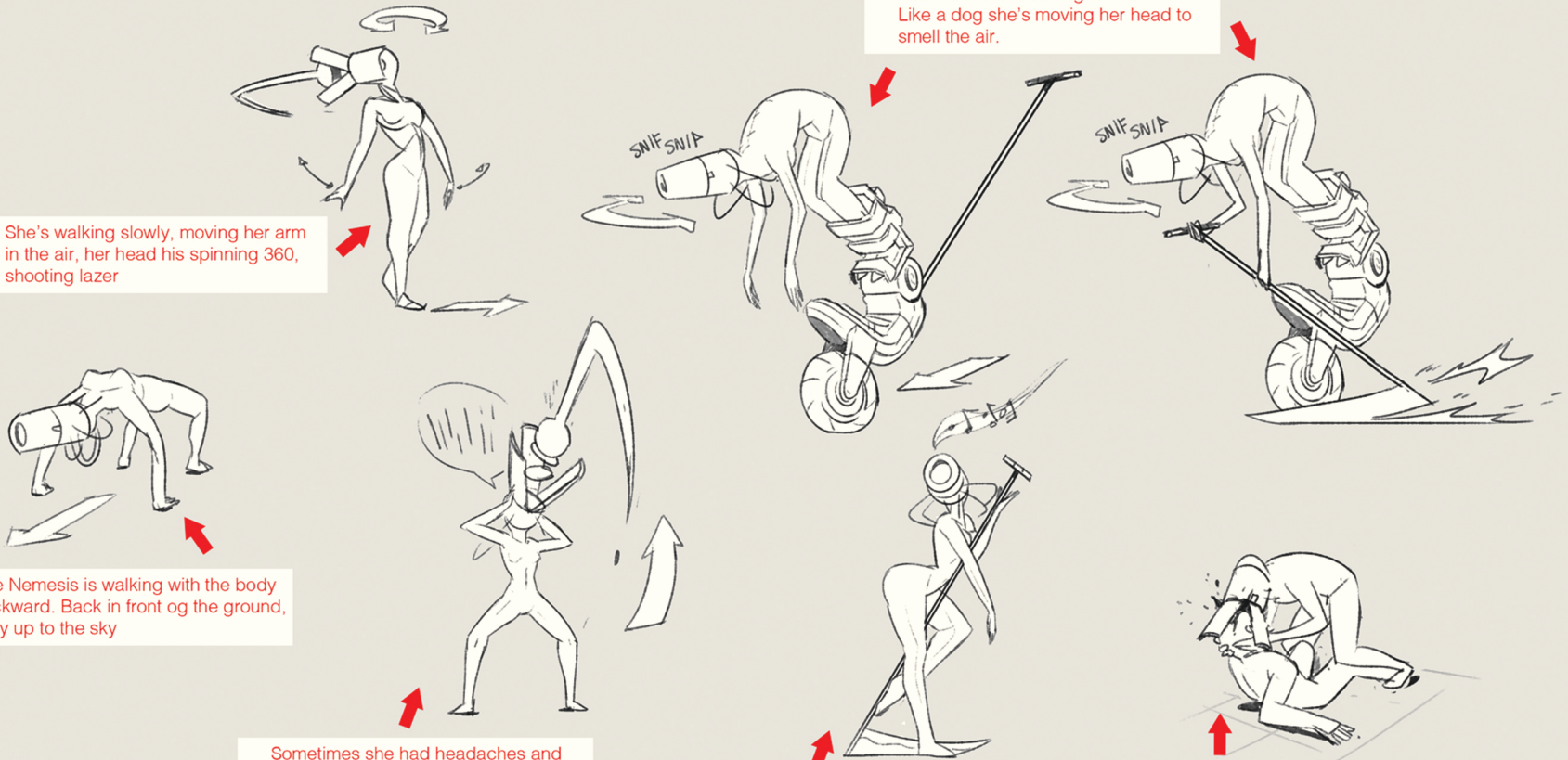
She's walking slowly, moving her arm
in the air, her head his spinning 360,
shooting lazer

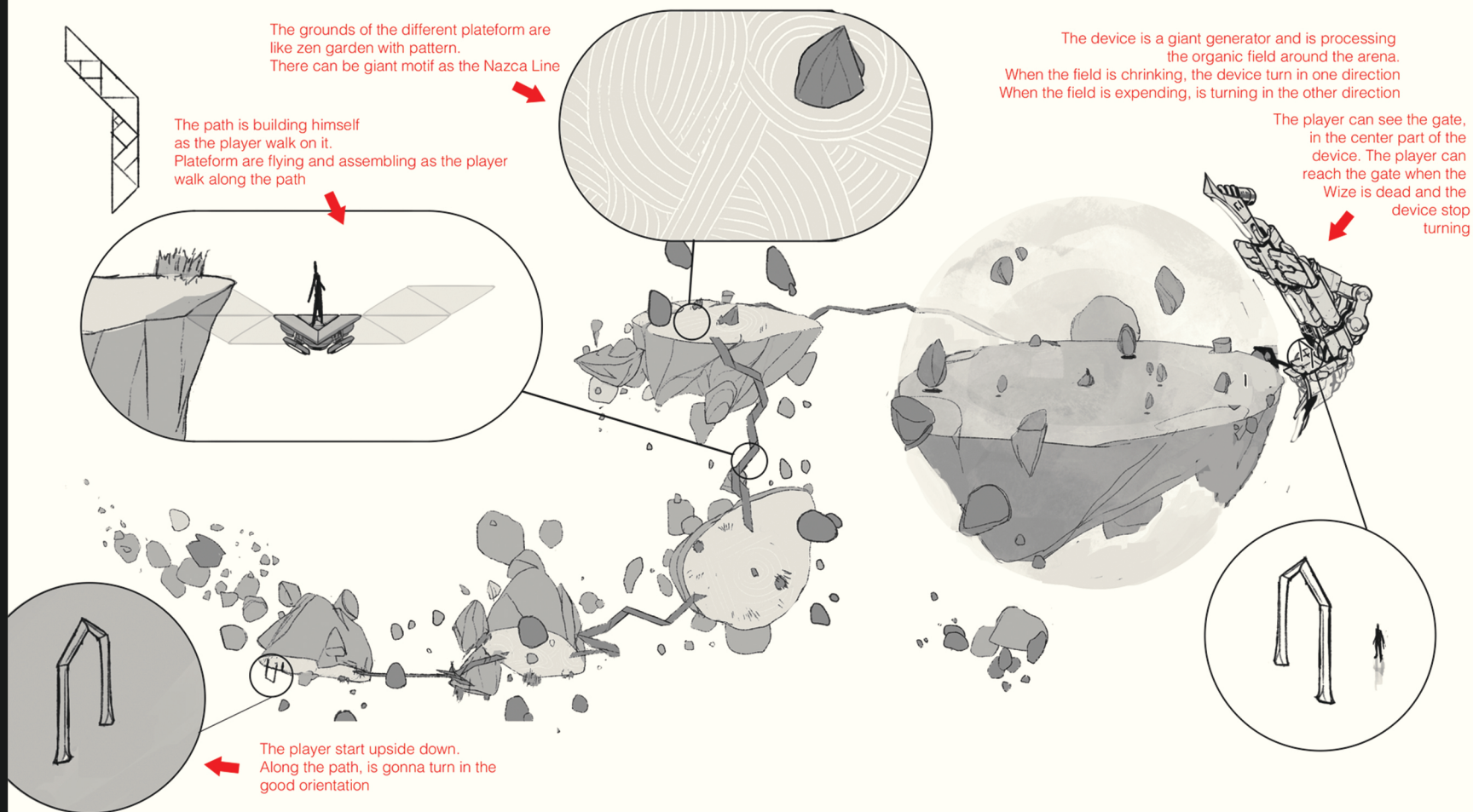
The Nemesis is walking with the body
backward. Back in front og the ground,
belly up to the sky

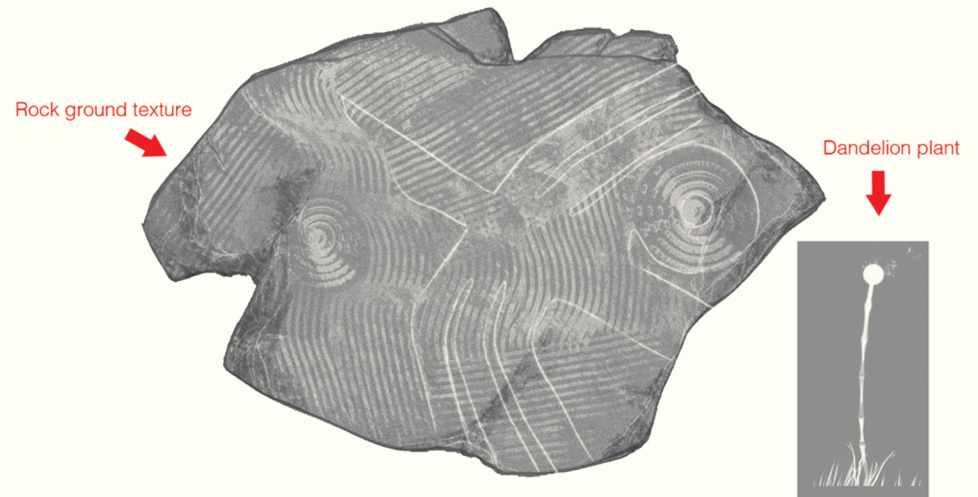
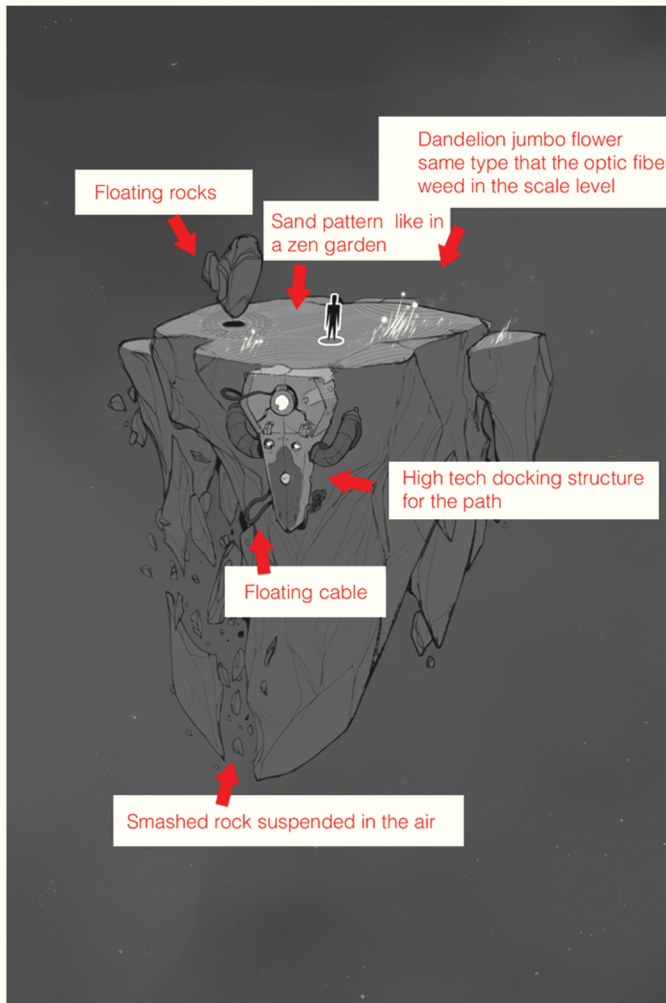
Sometimes she had headaches and
she shake her head and her lazer is
totally crazy, shooting randomly

She can just stay whistlin in a corner
before she attack you.
In a sexy / creepy pose.

The Nemesis can grab the mc and eat his face.







The arena is trapped in a giant soap bubble.
The arena is masking a giant device which is producing the bubble.



The player get out of the gate, and as a magnificent deepspace landscape with floating rocks and a huge rock trapped in a giant sphere

Path sample are flying and assembling toward the player.

The device is a giant shield generator that create the time shield around the wize arena

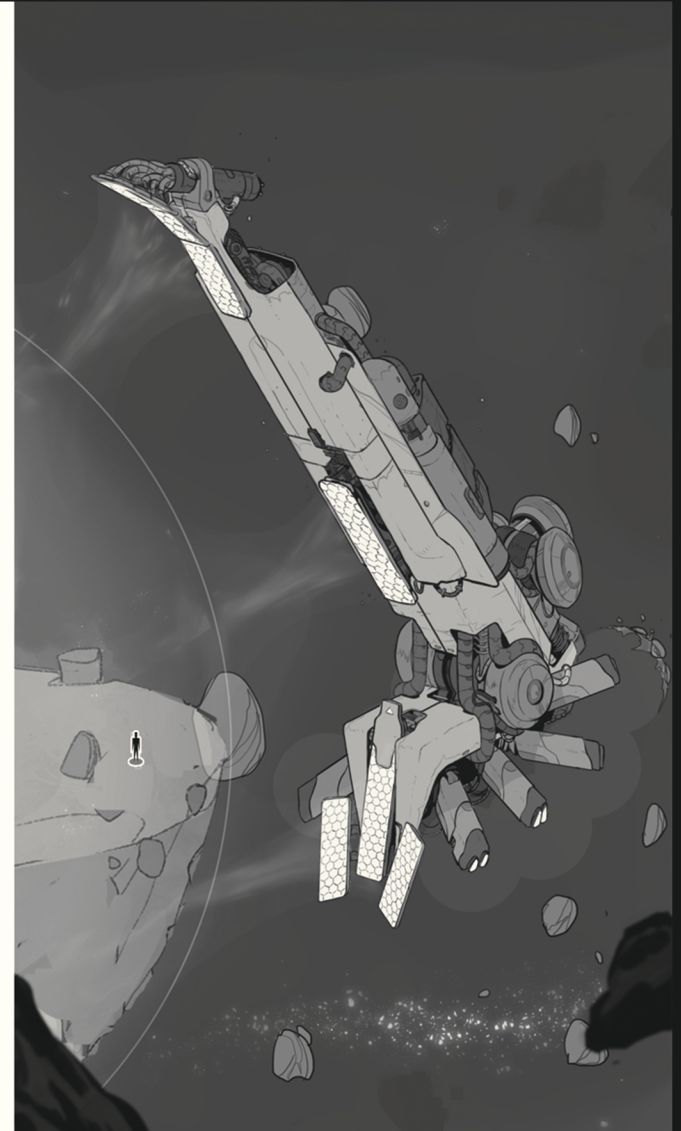
Gate
(not final design)

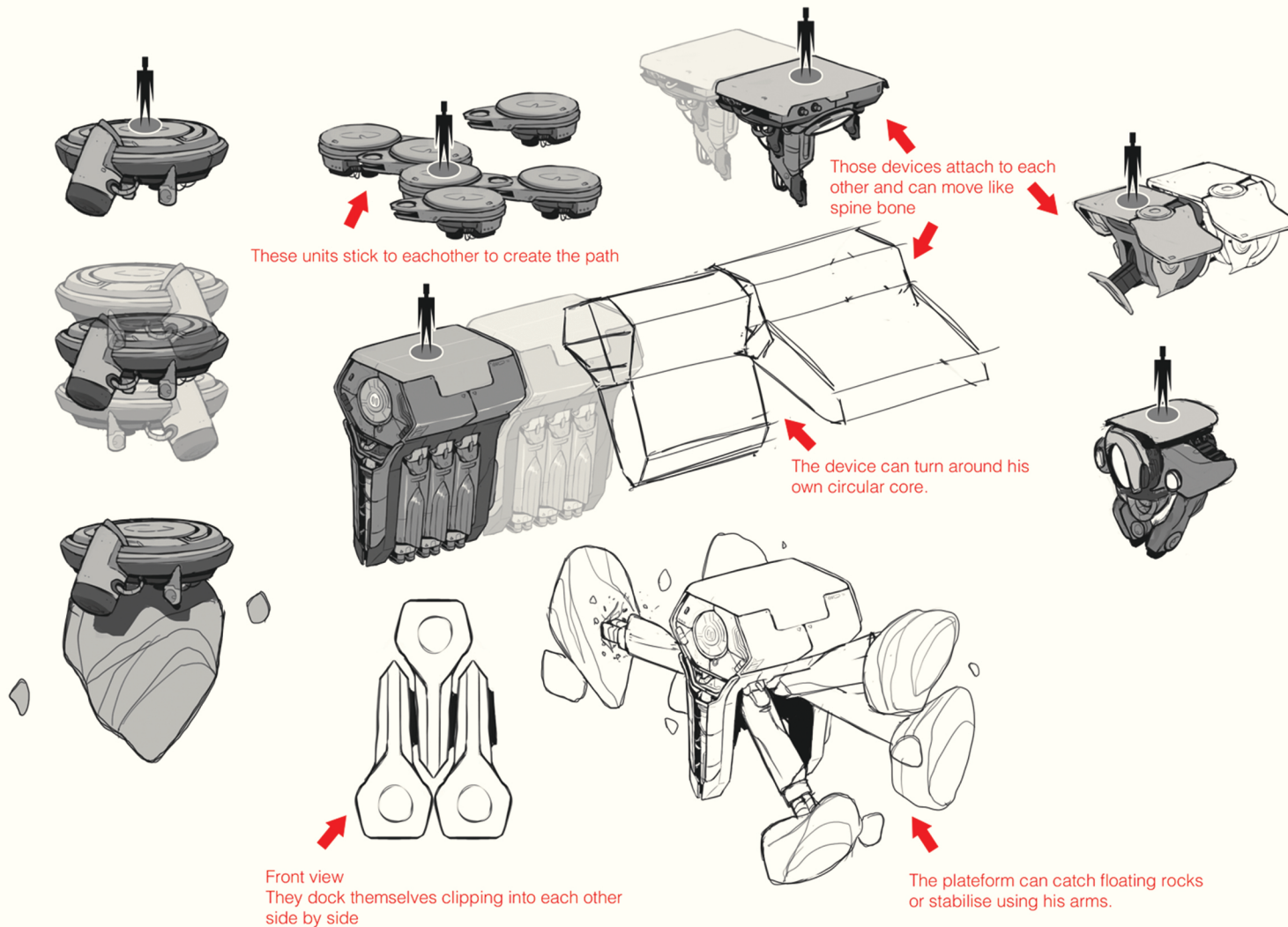
At the end of the fight, the central panel of the device go horizontal and the player can access the gate.

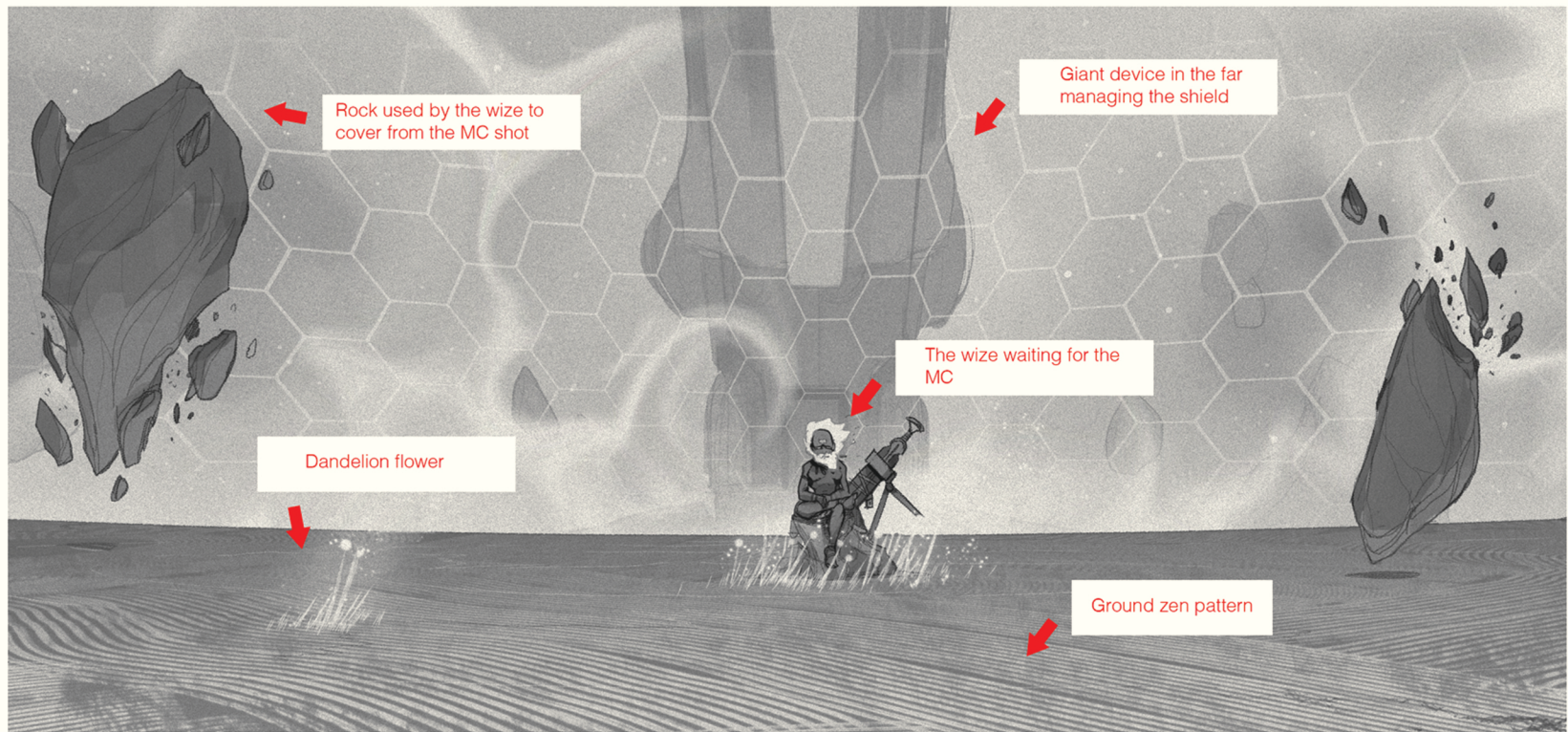
Some shield panel are creating the expending and shrinking sphereae around the arena

The palteform used by the player come from the back of the device

" Legs " of the device attracked and warp the space floating rocks to the wize arena, so the wize can use them to protect from the player attack.







IV THE SCALE *

- SOMBRE LUNE
- GRANDE STRUCTURE

BOUGE
ART LE
COMBAT



PATTE DE CRABE
GEANT

CREATURE

ROCHER

QUI BOUGE QUAND ON PASSE A COTÉ

PLANTE

FIBRE OPTIQUE BOUGE COMME DES APPENDICES.

- TOUTE L'ARENE EST UNE CREATURE

→ SOL BOUGE DE MANIERE ORGANIQUE

→ CAMERA: EPAULE: PERSO BOUGE LES PLANTES A DROITE

→ CAMERA: TOP VIEW - PERSO LAISSE UNE TRACE

DERRIERE LUI

CAMERA:

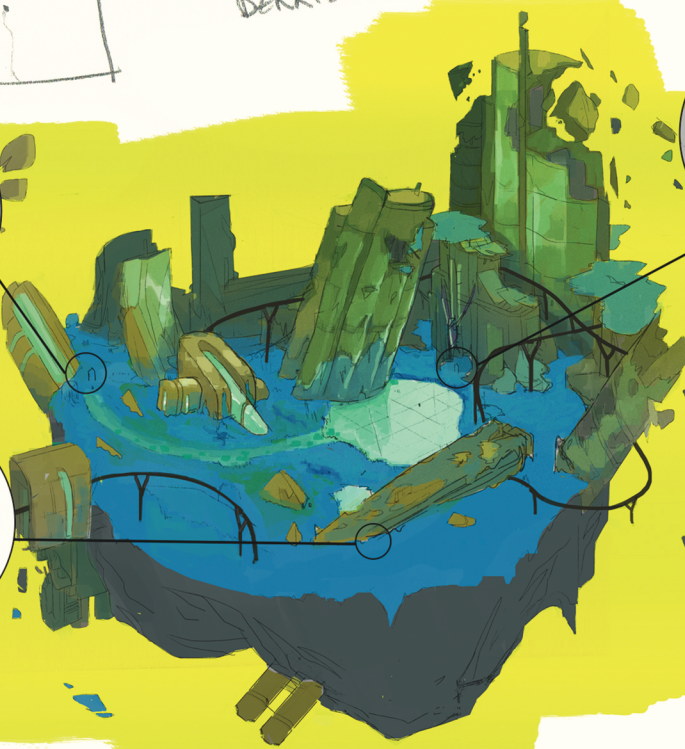
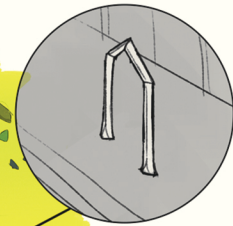
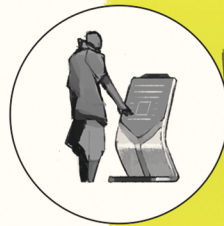
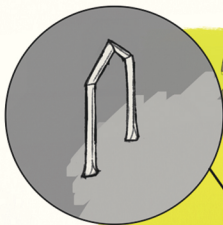
TOP VIEW

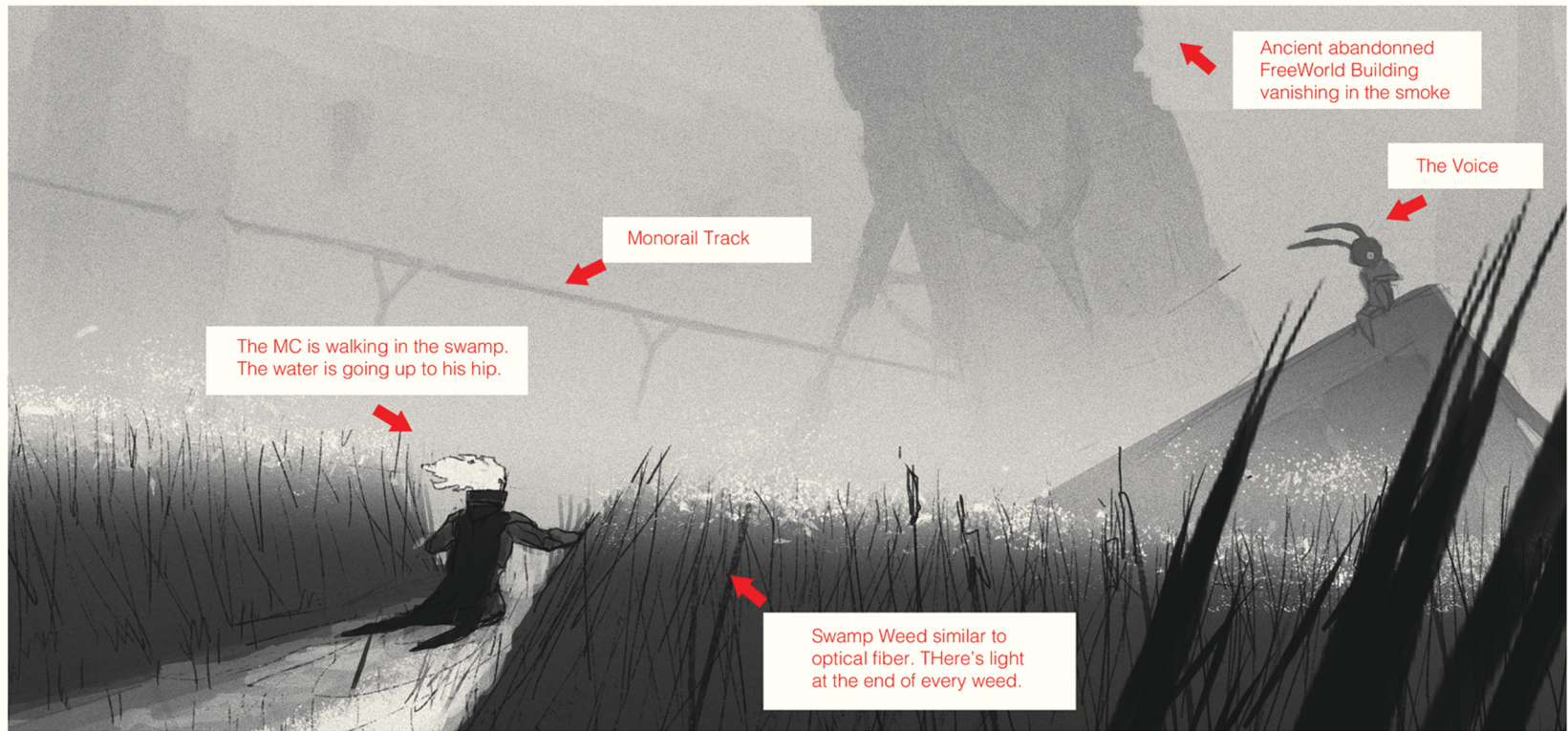


→ ARENE:

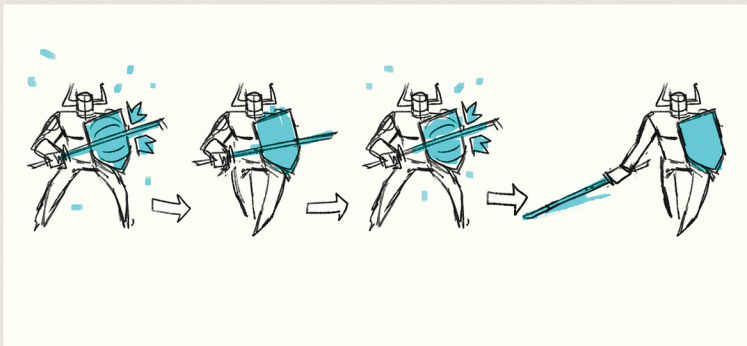
GEYSER PAR ENDRIT:

COULEUR YELLOWSTONE

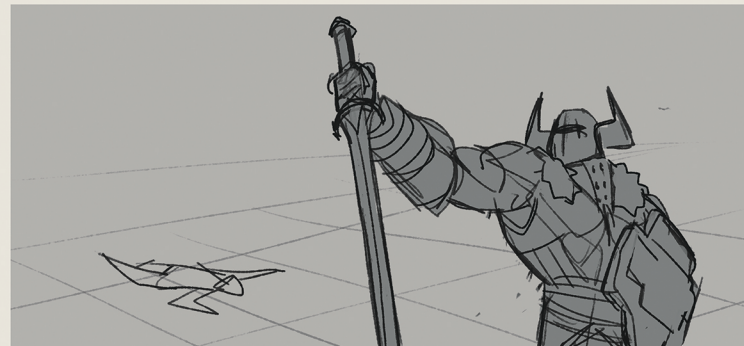




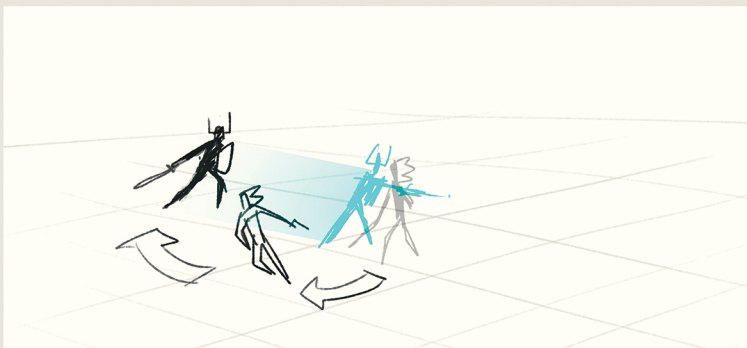
PATH DETAILS



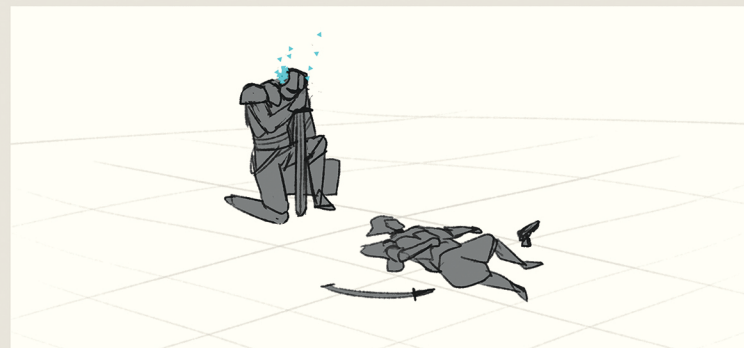
The Father CrabWalk and smash his shield with his sword to get more energy



Other Taunt. The player is dying in the BG and the Father is proud to have defend his family.

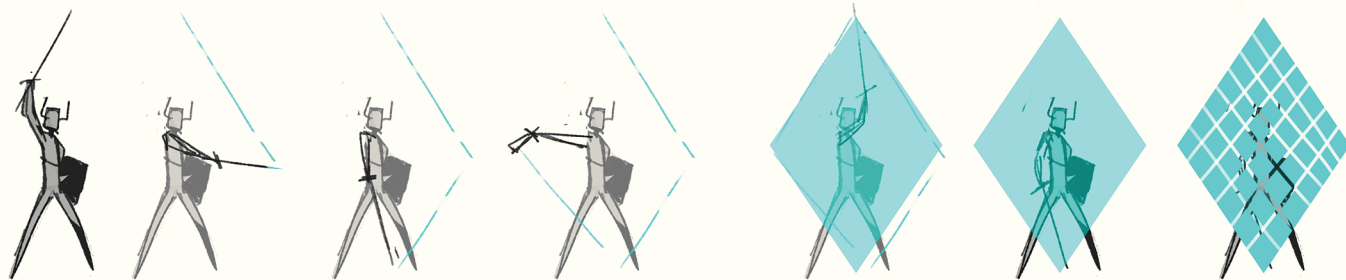


The father can launch a ghost to hit the player, who have to straff and attack the original father



When the player is dead, the father feels sorry and pray for his soul

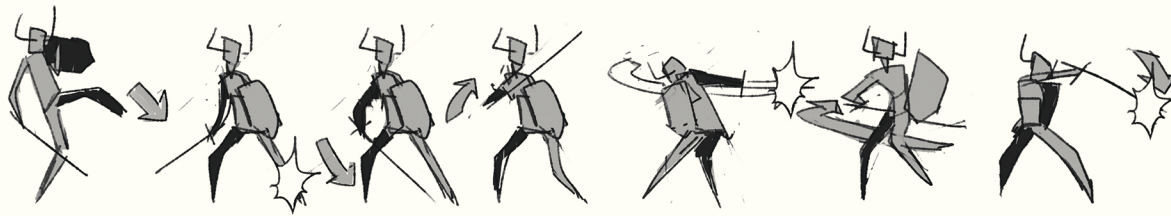
Multiple projectile

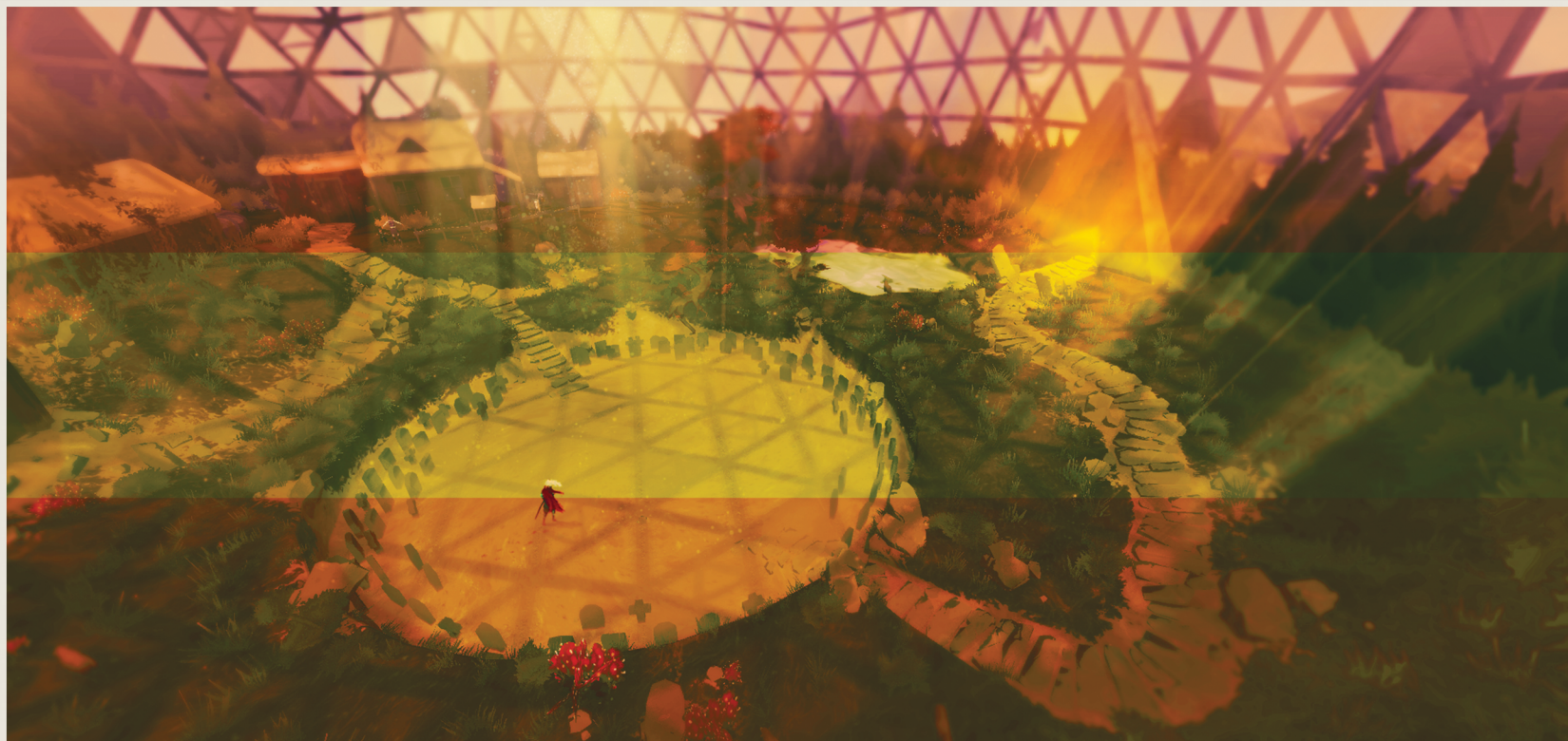


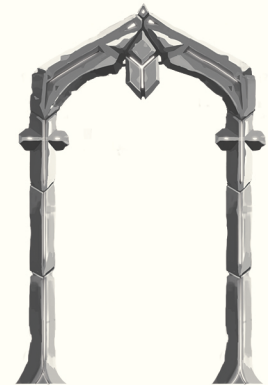
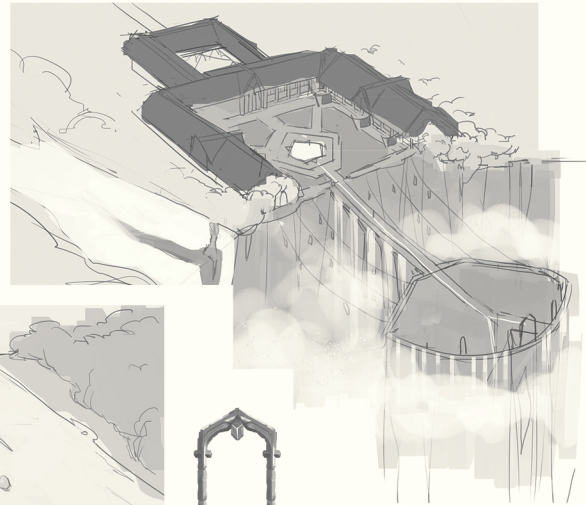
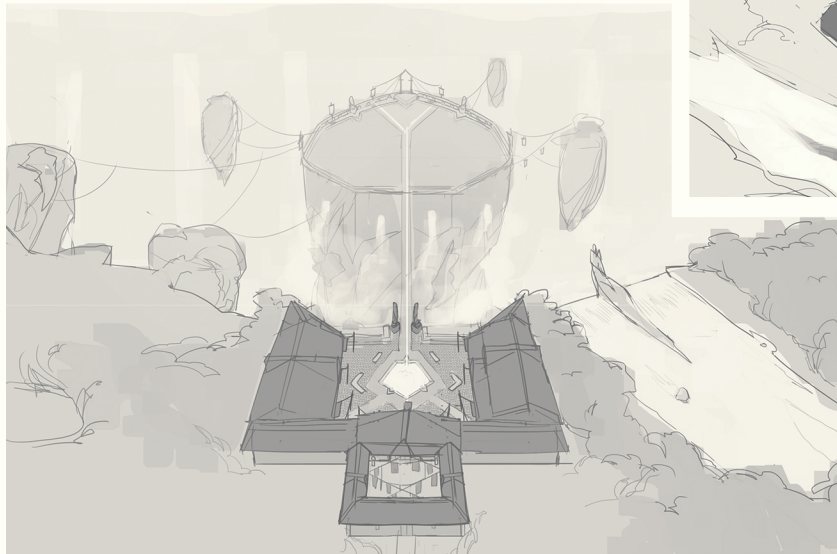
Headbutt

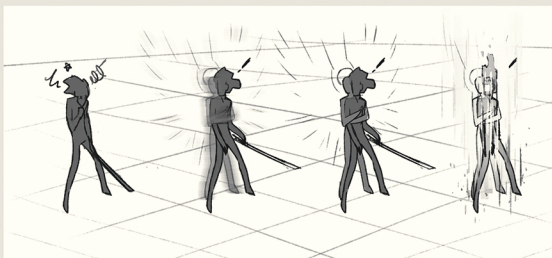


3 Hit Combo





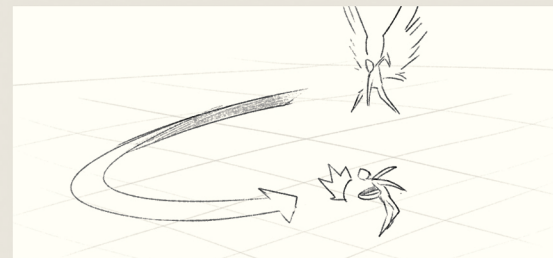




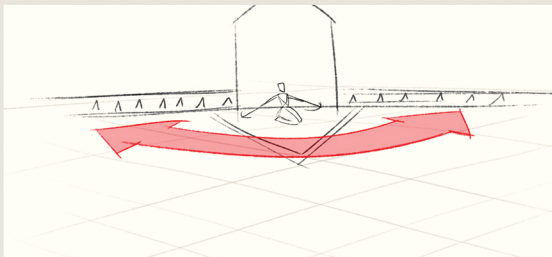
The Wing stun the player with a shot, then, appear in his back and hug him to take all his health. The player have to move a stick to get out of the grip and repel the Wing



DUEL 01



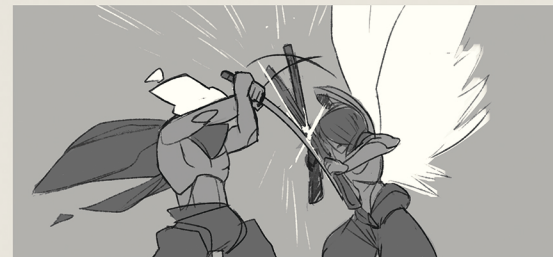
Boomerang goggle



On phase 03, the wing has no more wings, and stay in front of the gate and swipe the all arena with her two gunbow



DUEL 02



DUEL 03



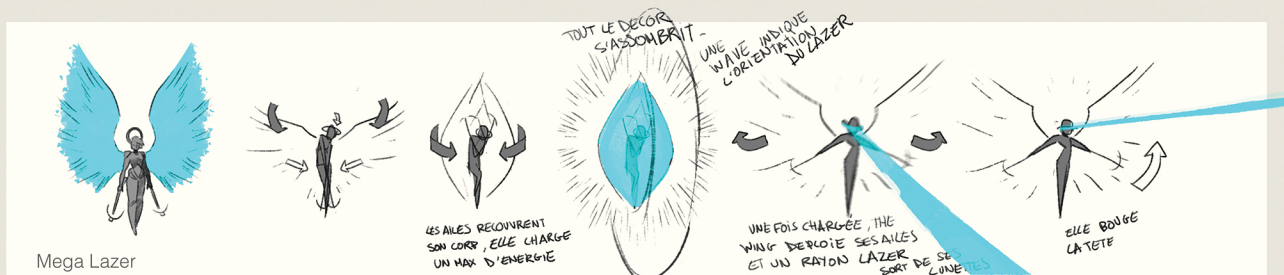
The player rip off the wings of the wing by pulling on it

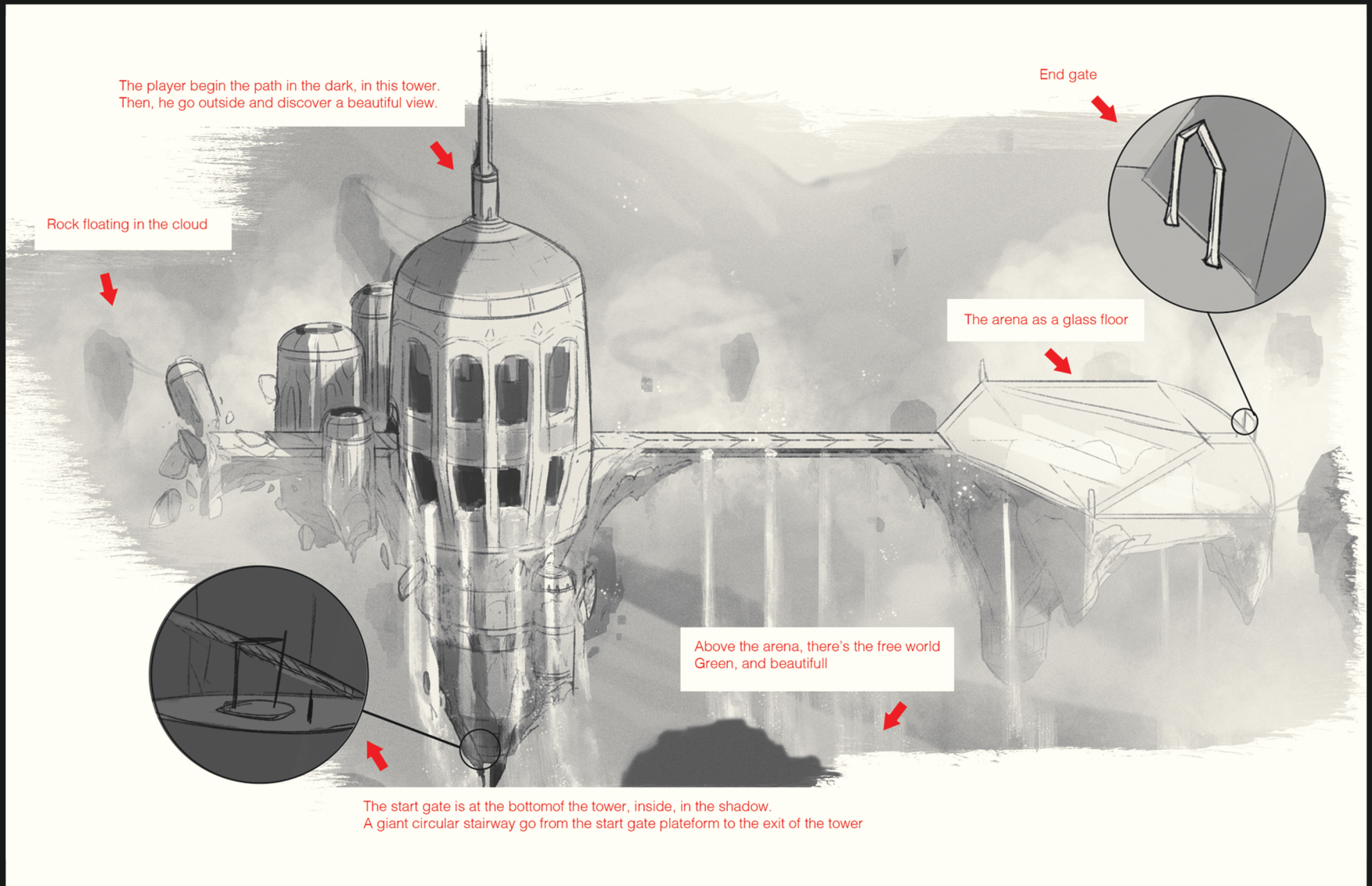


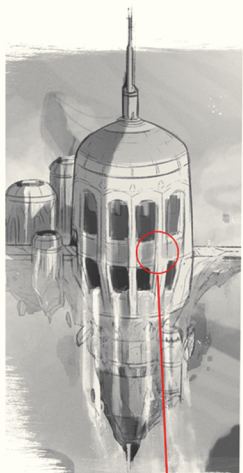
The Wing use her crossbow to choke the MC above the ground. PLayer move the stick to escape and kick the wing and smash her in the ground



The Wing fly over and under the ground, we can see her through the ground glass.







YOU ARE HERE



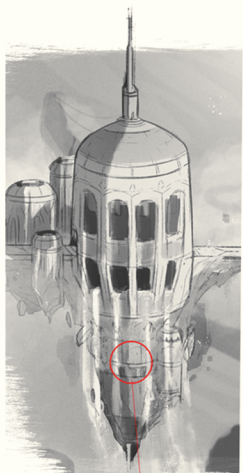
Giant banners with mysterious symbols are suspended above the ground
They are made with semi transparent fabric

Circular pattern on the ground

Giant windows, the player can see a cloudy sky

INSIDE THE WING TOWER

As he enter the last floor of the building, the player is entering in sort of cathedral style ambiance, really quiet, but warm and cosy. There can be sort of mystic songs, but with beautiful voice, like syren songs, like if he reach even.



YOU ARE HERE



Walls are cover with egyptian/mayan artstyle
with figure telling the story of the freeworld

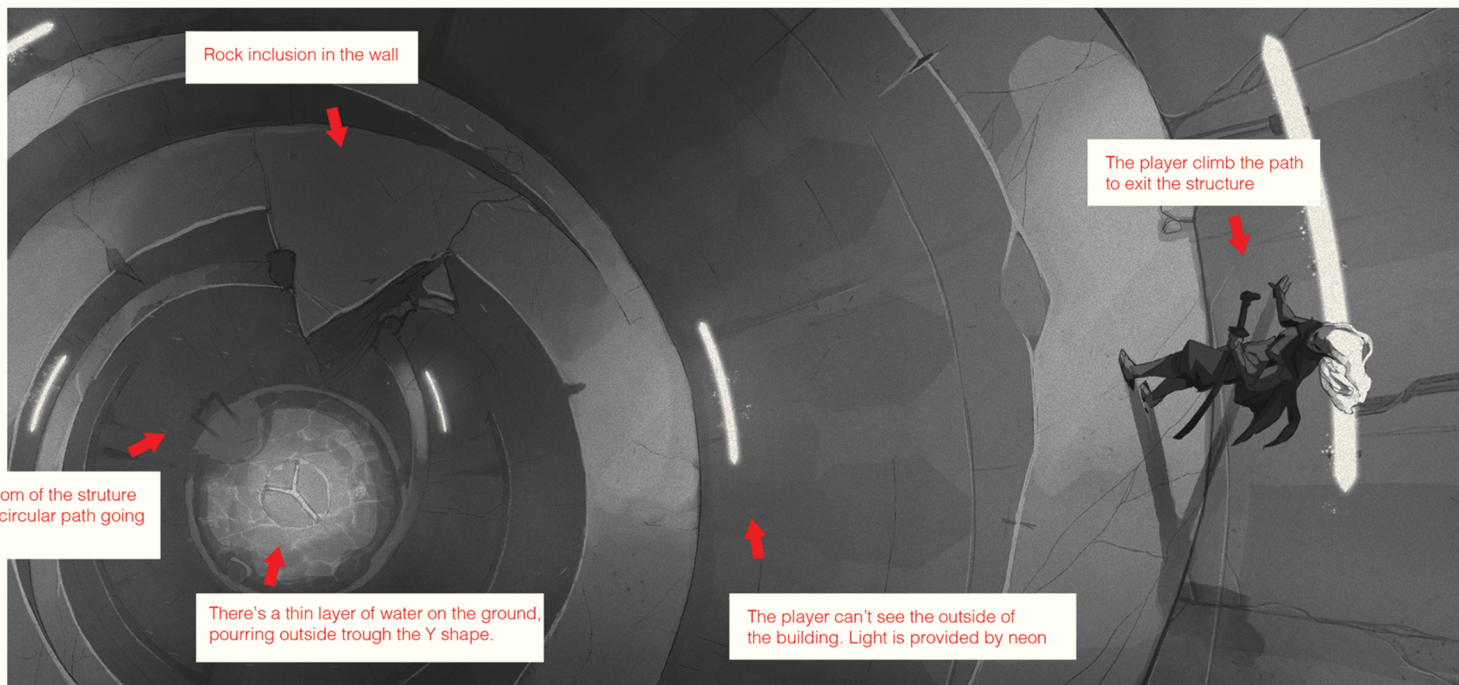
INSIDE THE WING TOWER

As he climb the circular path, lights are revealing patterns on the walls, telling mysterious stories, like egyptian or precolombian art.



YOU ARE HERE

The start gate is at the bottom of the structure
The player has to climb the circular path going
up the tower



Rock inclusion in the wall

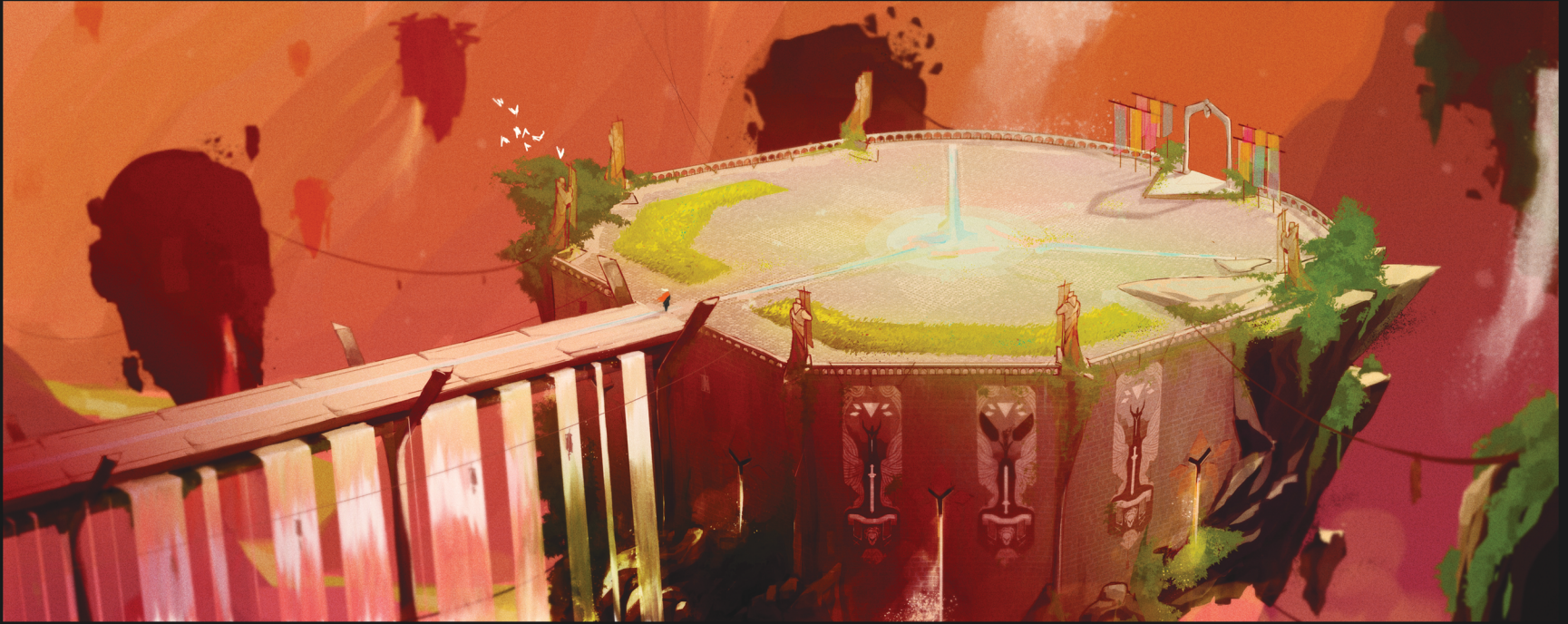
The player climb the path
to exit the structure

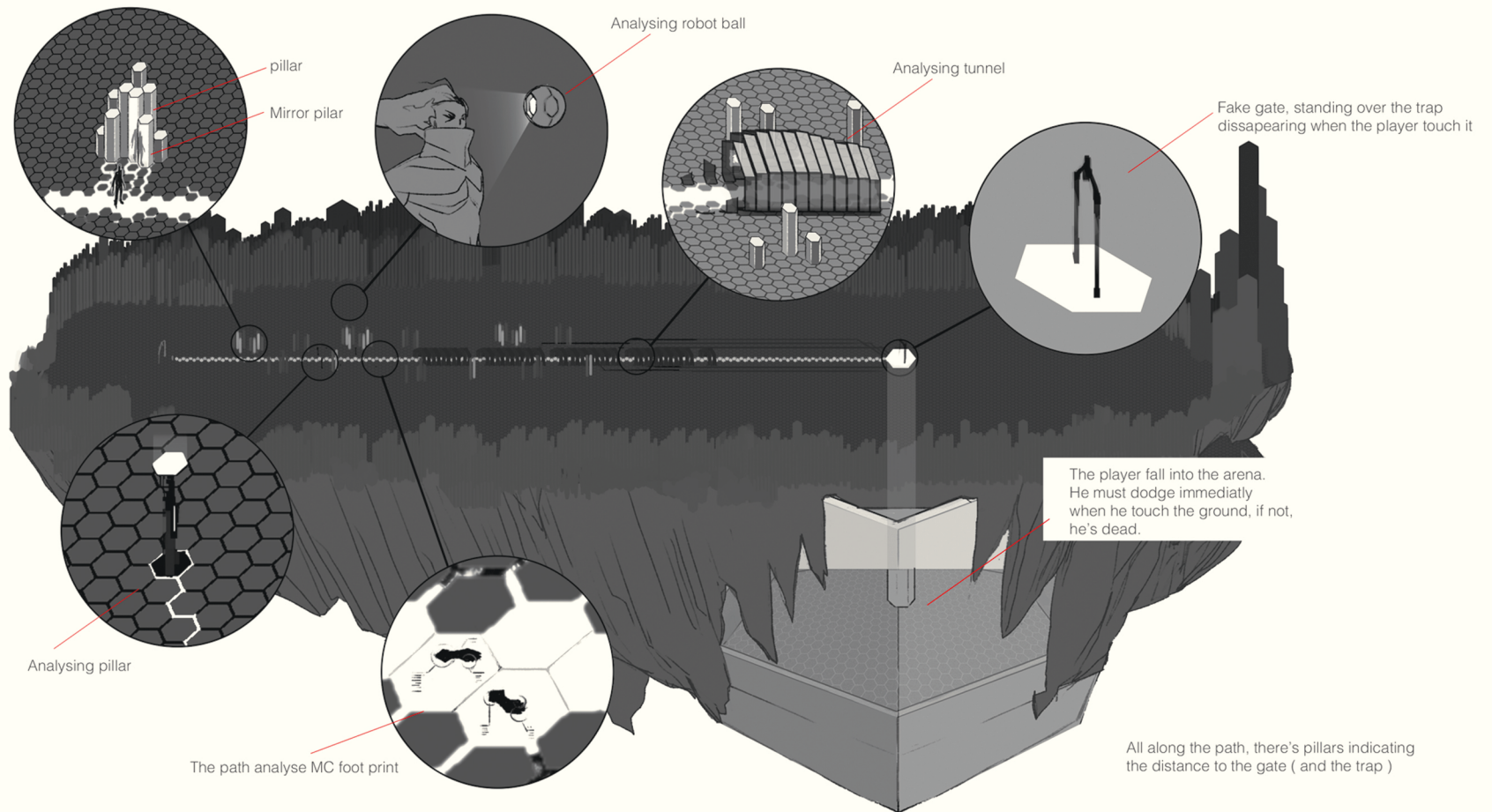
There's a thin layer of water on the ground,
pouring outside through the Y shape.

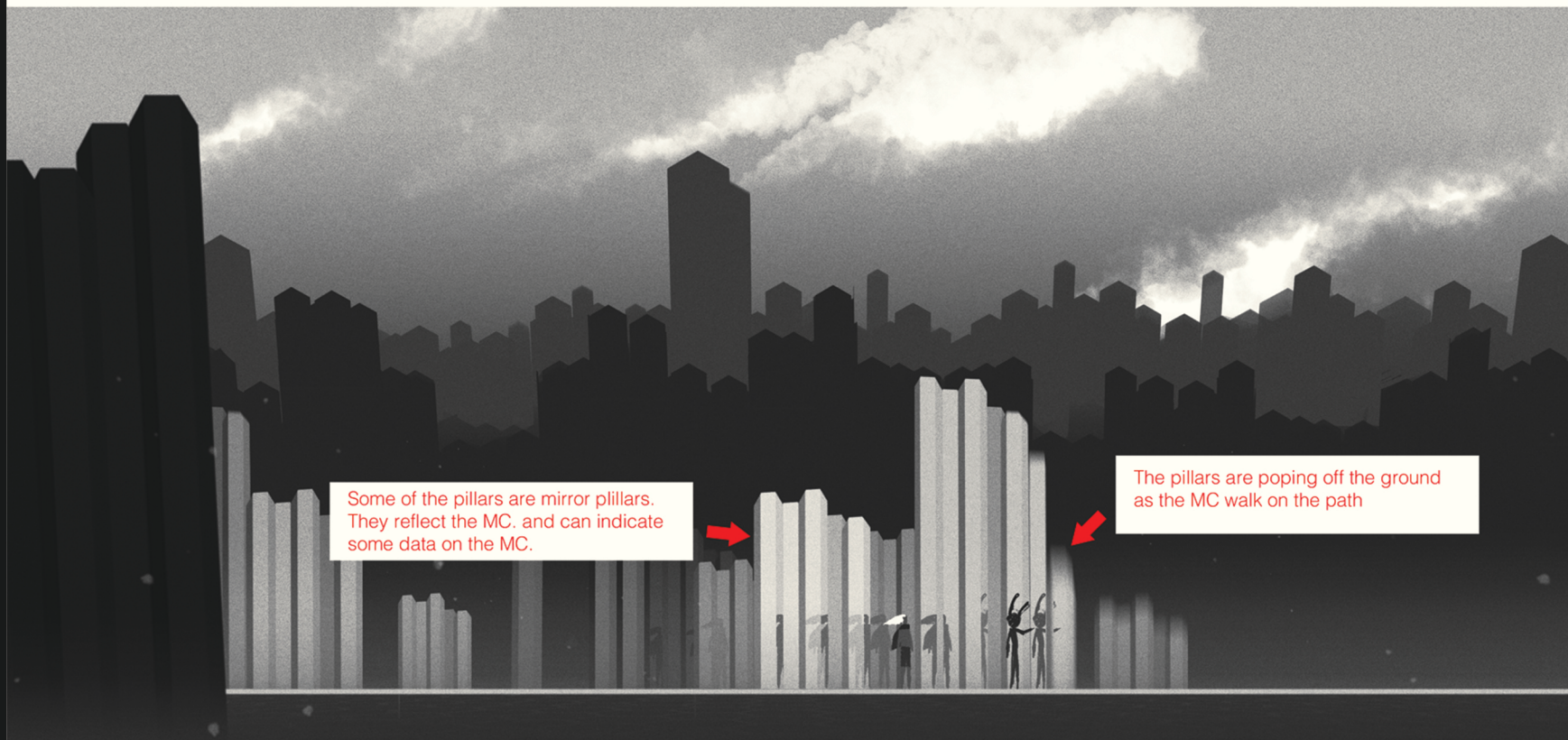
The player can't see the outside of
the building. Light is provided by neon

INSIDE THE WING TOWER

The player starts the level at the bottom of the tower, in the dark, in a not very pleasant environment. The place is dark, and a soft light is coming from above him. The only noise is the one of the water pouring outside the structure. As he walks on the circular path, he begins to hear the songs of the superior room.

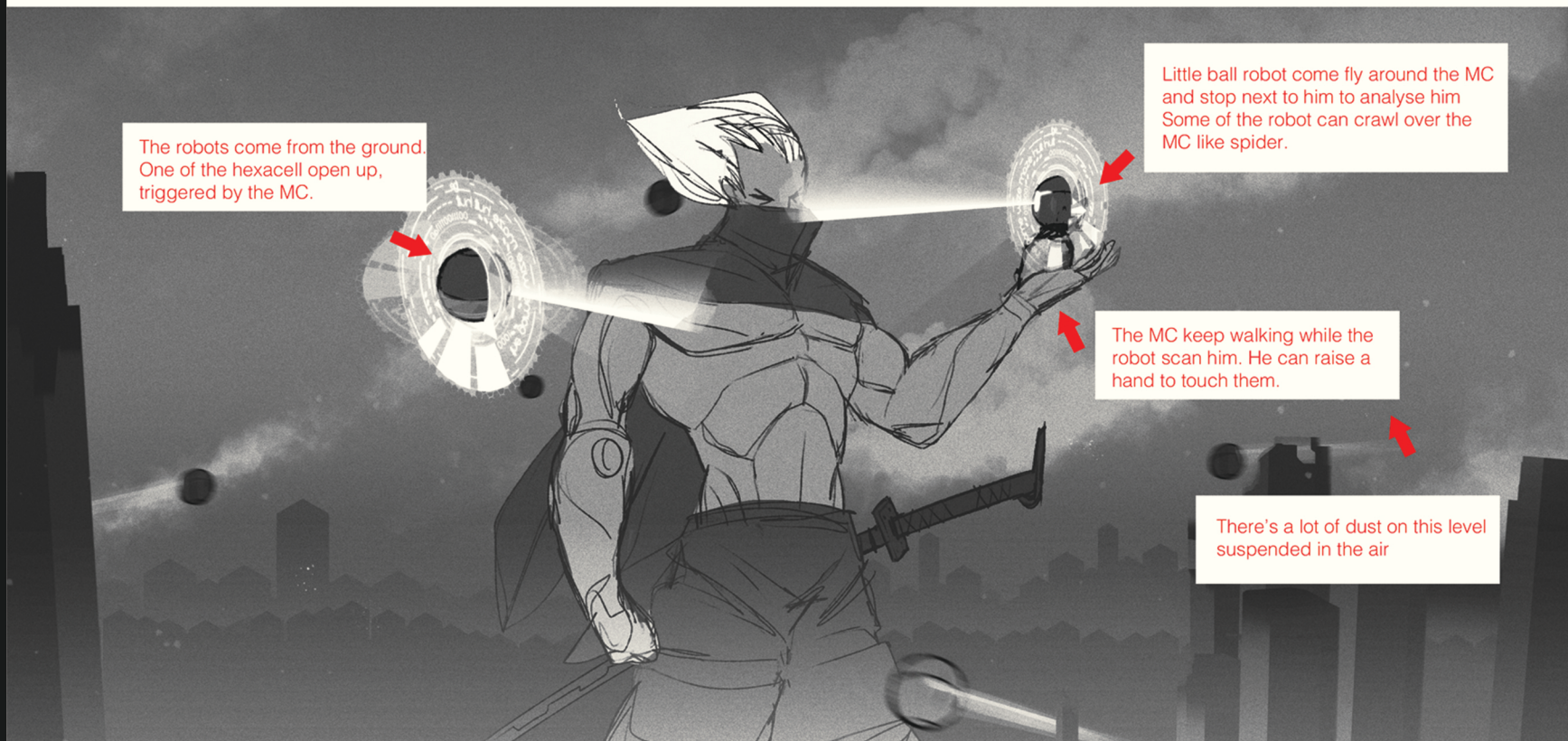






Some of the pillars are mirror pillars. They reflect the MC, and can indicate some data on the MC.

The pillars are popping off the ground as the MC walk on the path

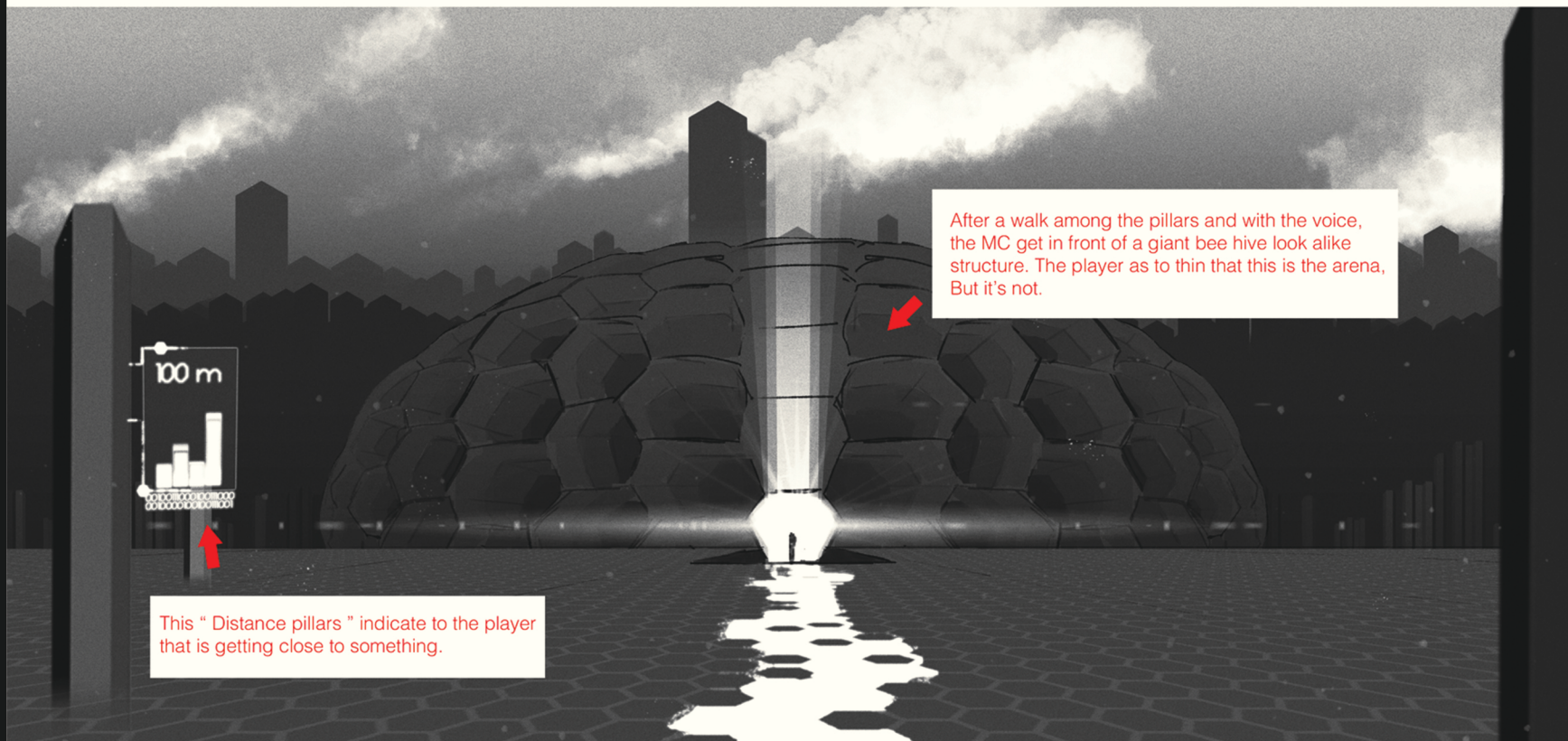


The robots come from the ground. One of the hexacell open up, triggered by the MC.

Little ball robot come fly around the MC and stop next to him to analyse him. Some of the robot can crawl over the MC like spider.

The MC keep walking while the robot scan him. He can raise a hand to touch them.

There's a lot of dust on this level suspended in the air



After a walk among the pillars and with the voice, the MC get in front of a giant bee hive look alike structure. The player as to thin that this is the arena, But it's not.

This "Distance pillars" indicate to the player that is getting close to something.



The ceiling can give information too.
It's transparent and it's made with bigger
hexacell.

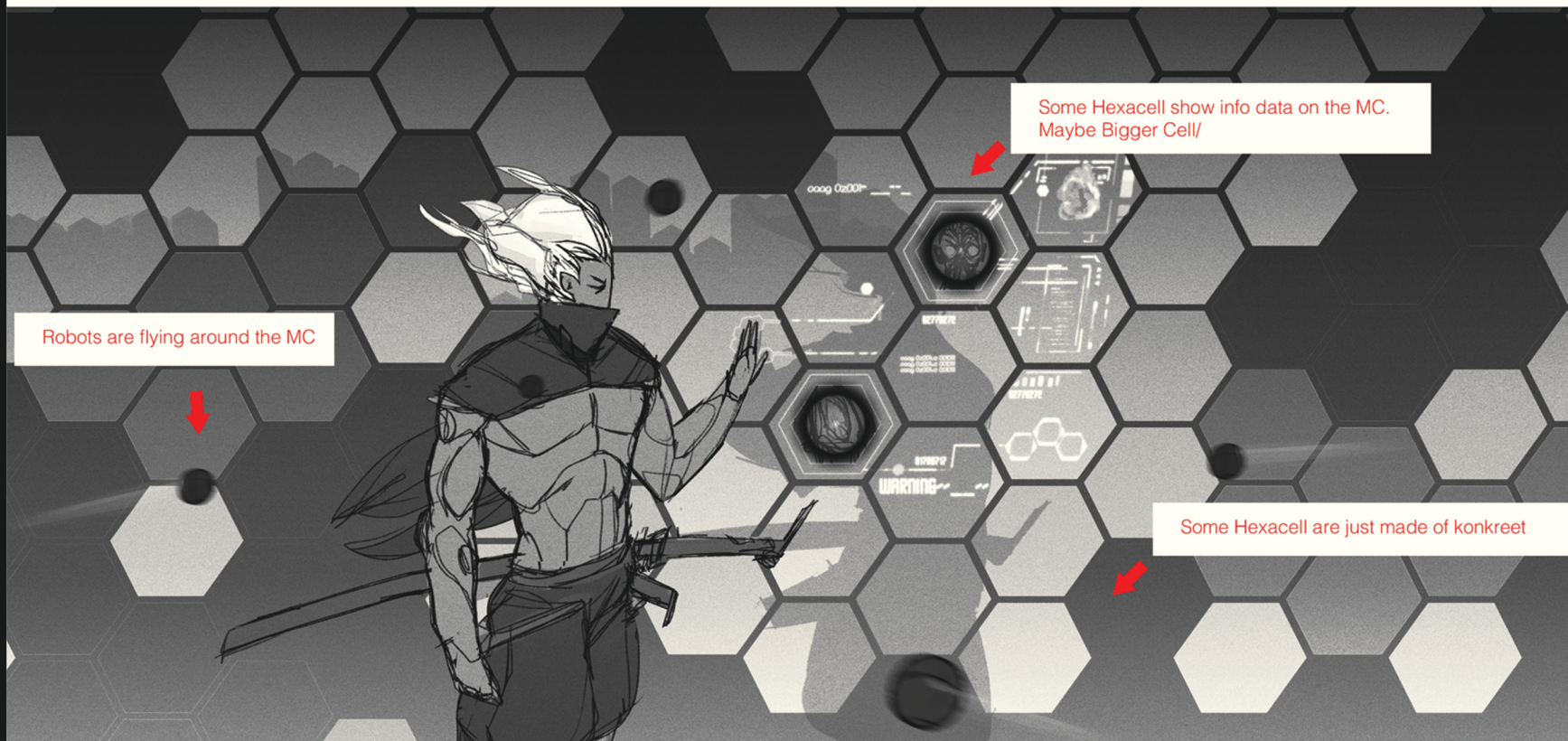




Hologram screens appears next to the walls and connect to the MC when he get close to it

The ground of the tunnel is the same as the exterior

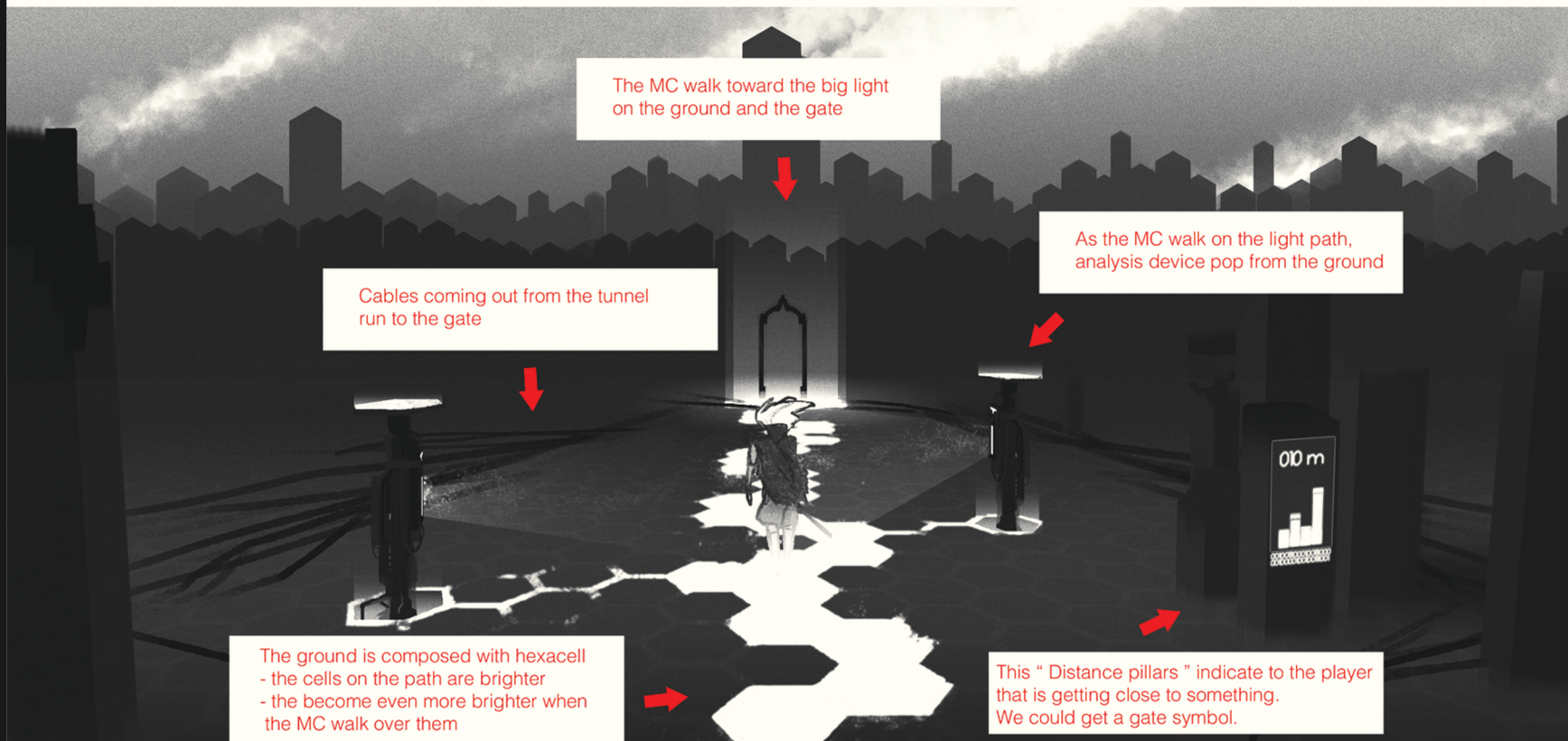
Device inside the tunnel analyse the MC

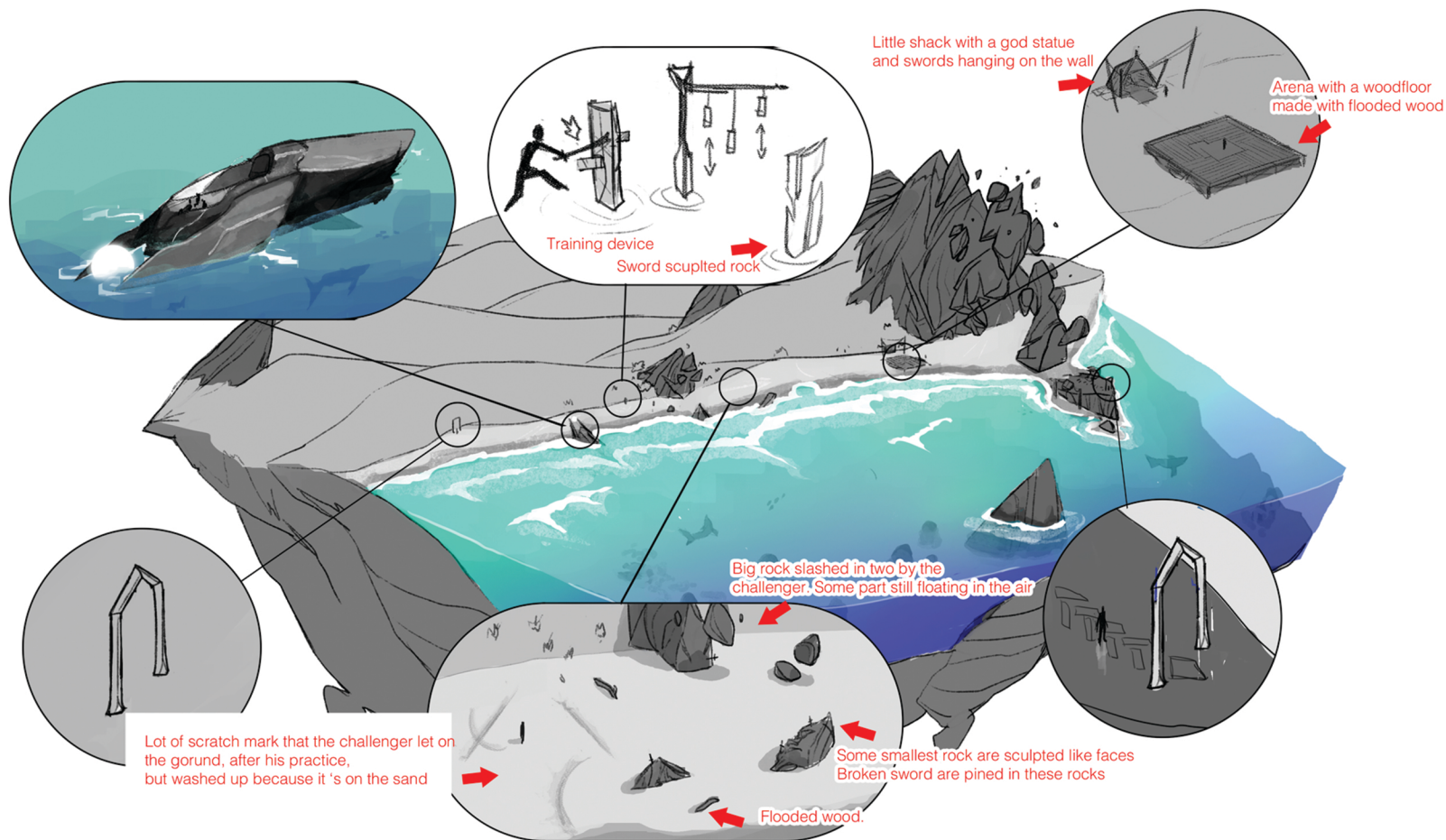


Robots are flying around the MC

Some Hexacell show info data on the MC.
Maybe Bigger Cell/

Some Hexacell are just made of konkreet





DUELS_THE_CHALLENGER



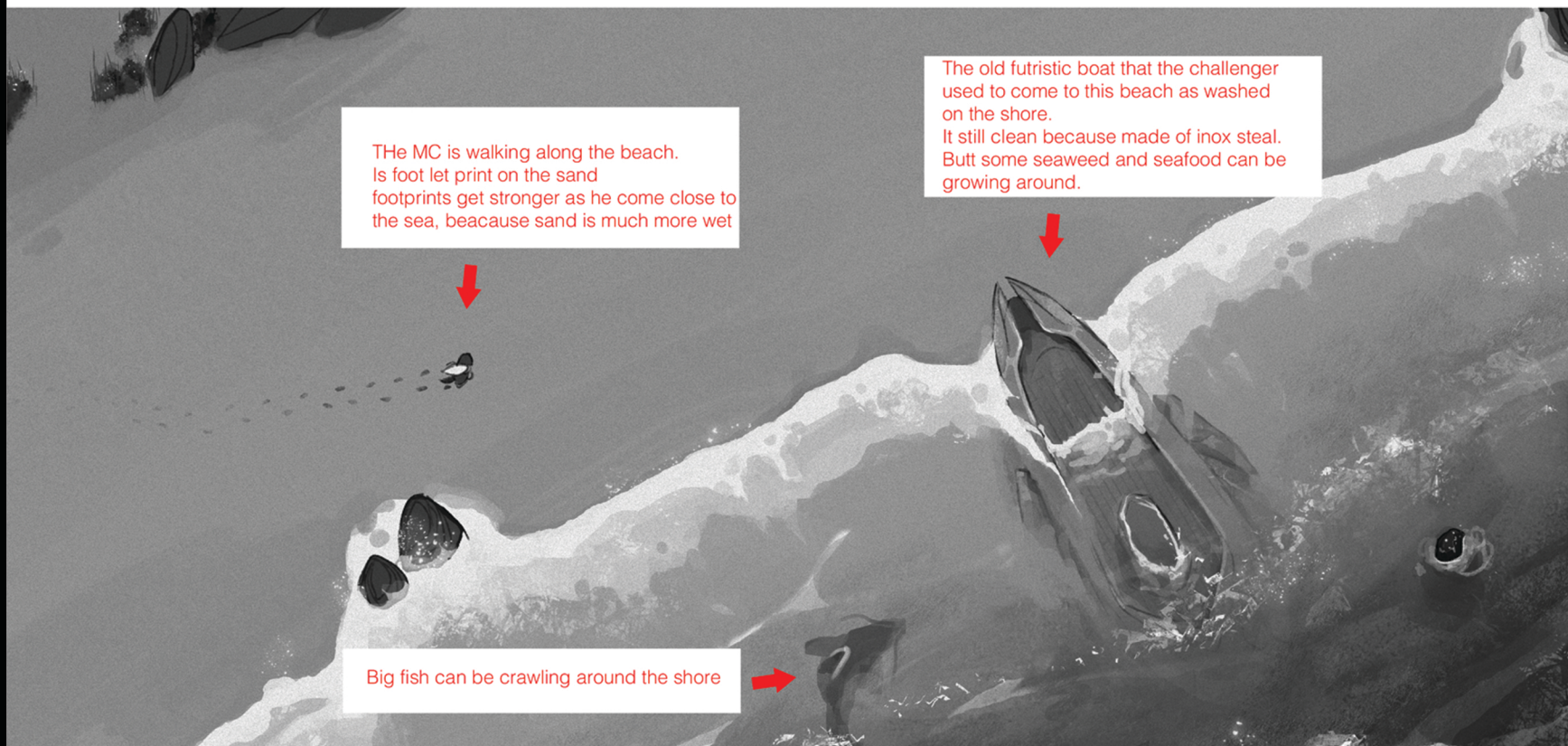
Giant planet appears faded in the sky.
It's the other levels that the player
as already get trough

Whren the player get out of the start gate,
the first thing he ee is a beautiful sunset
over the sea



The voice tell to the player that the flying rocks are made by the challenger : part of his training is about cutting rocks and mountain in half

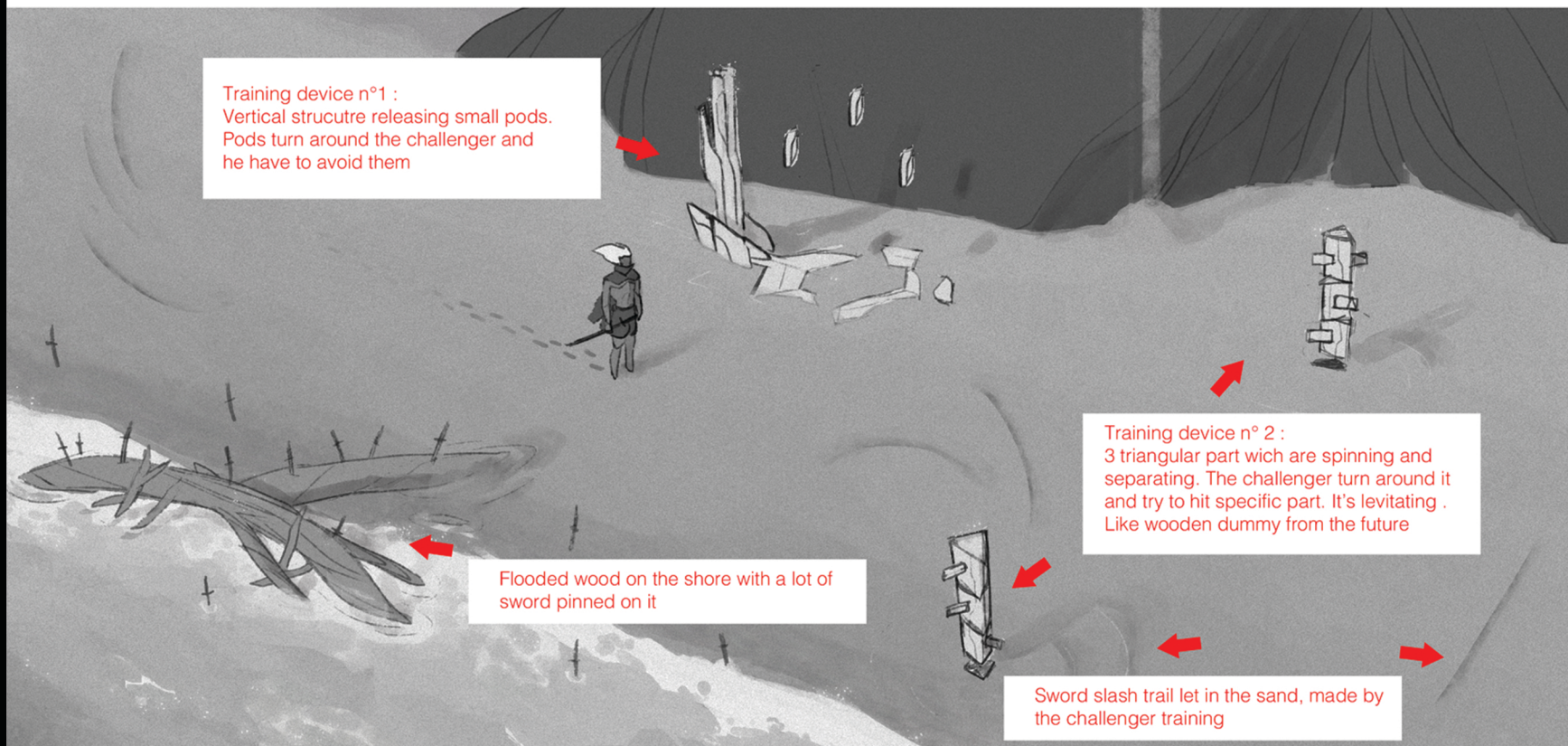
Start gate, fading in the far



The MC is walking along the beach.
Is foot let print on the sand
footprints get stronger as he come close to
the sea, beacause sand is much more wet

The old futristic boat that the challenger
used to come to this beach as washed
on the shore.
It still clean because made of inox steal.
Butt some seaweed and seafood can be
growing around.

Big fish can be crawling around the shore

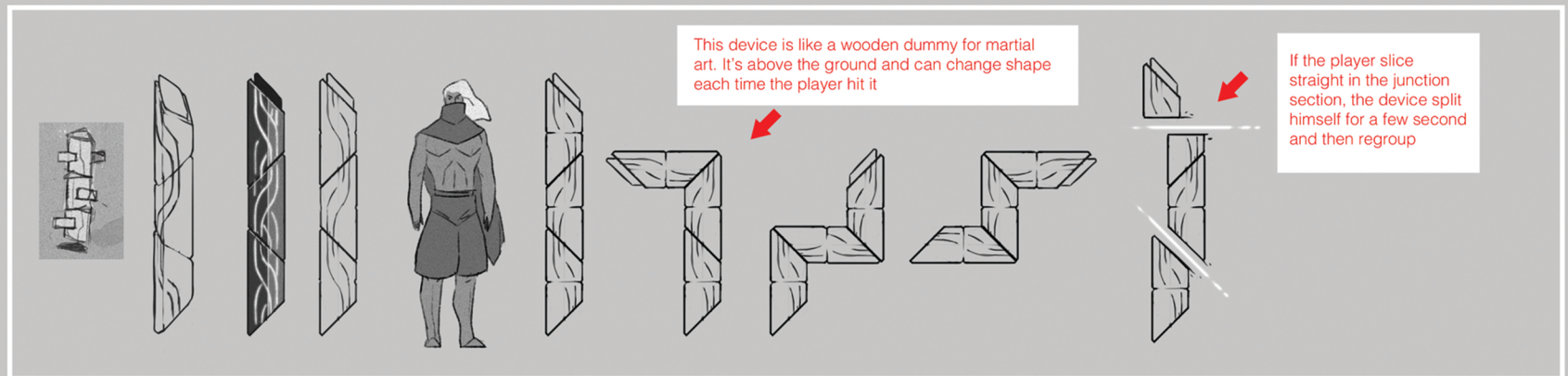
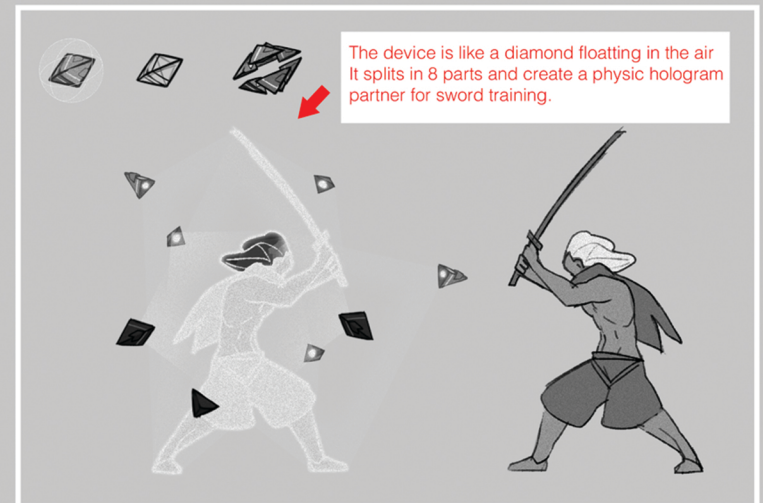
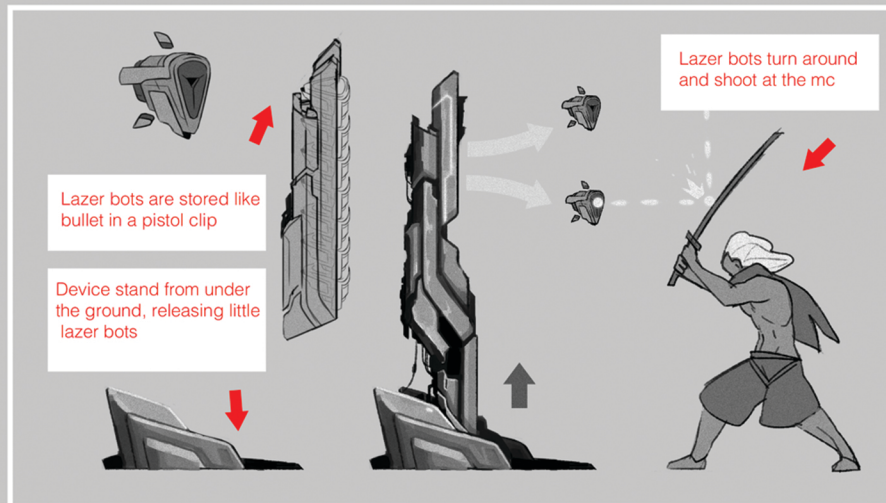


Training device n°1 :
Vertical structure releasing small pods.
Pods turn around the challenger and
he have to avoid them

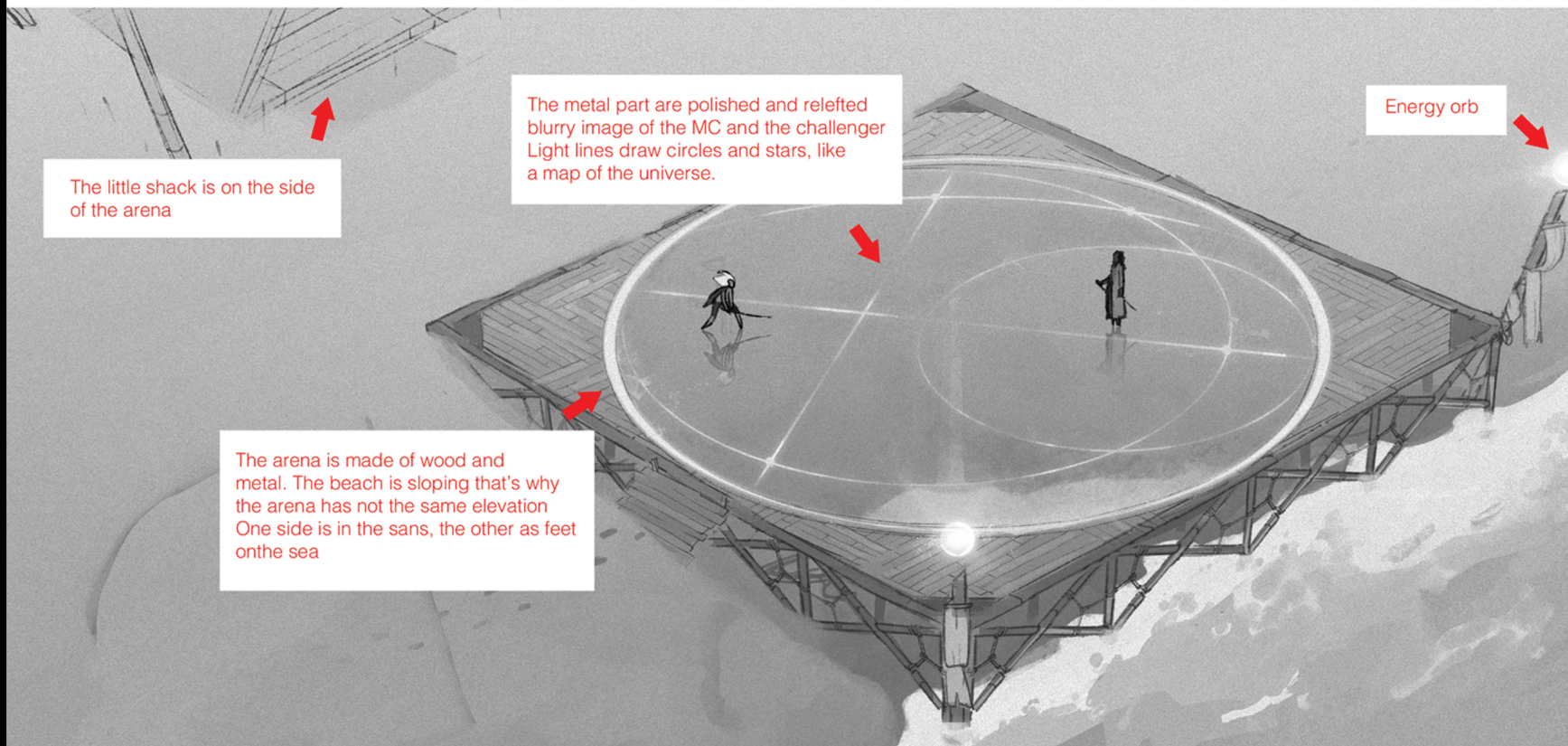
Flooded wood on the shore with a lot of
sword pinned on it

Training device n° 2 :
3 triangular part wich are spinning and
separating. The challenger turn around it
and try to hit specific part. It's levitating .
Like wooden dummy from the future

Sword slash trail let in the sand, made by
the challenger training



DUELS_THE_CHALLENGER

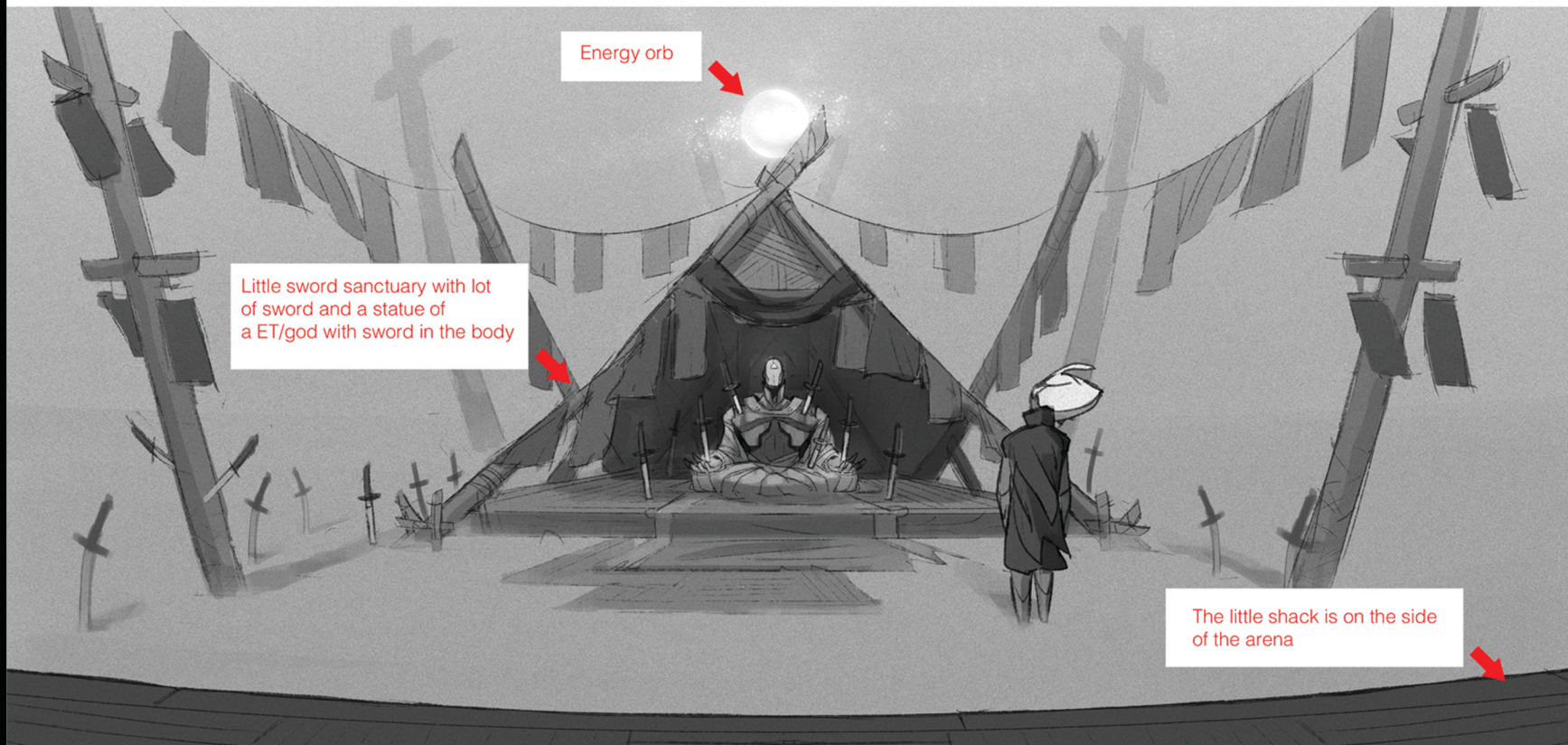


The little shack is on the side of the arena

The metal part are polished and relefted blurry image of the MC and the challenger
Light lines draw circles and stars, like a map of the universe.

Energy orb

The arena is made of wood and metal. The beach is sloping that's why the arena has not the same elevation
One side is in the sand, the other as feet on the sea



Energy orb

Little sword sanctuary with lot of sword and a statue of a ET/god with sword in the body

The little shack is on the side of the arena



Mysterious ancient draws
on the wall (background
story detail)

Sometimes, the MC as to
touch and stick to the wall
because the path
is stretching down

Path begin in the shadow of
the mountain. It's darker and
wet

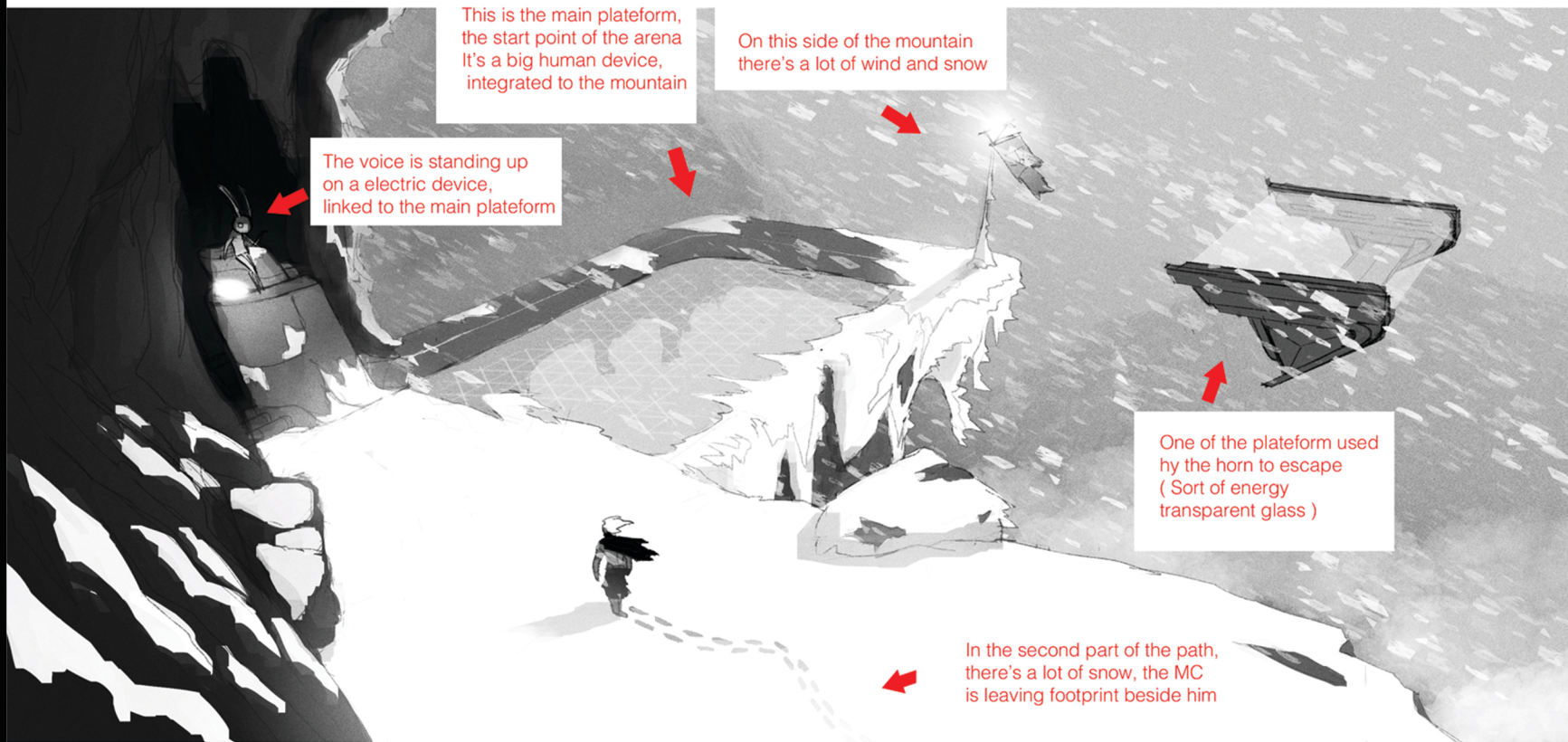
Lot of plateform use by
the horn to escape and
trigger the bomb

BIG tower bomb
device in the
background
Final arena



Lightbulb and flags are all along the path, floating in the wind

Other strange drawings on the wall of the mountain
The drawings tell the story of the MC coming on earth to be the sentinell of the aliens.



This is the main platform,
the start point of the arena
It's a big human device,
integrated to the mountain

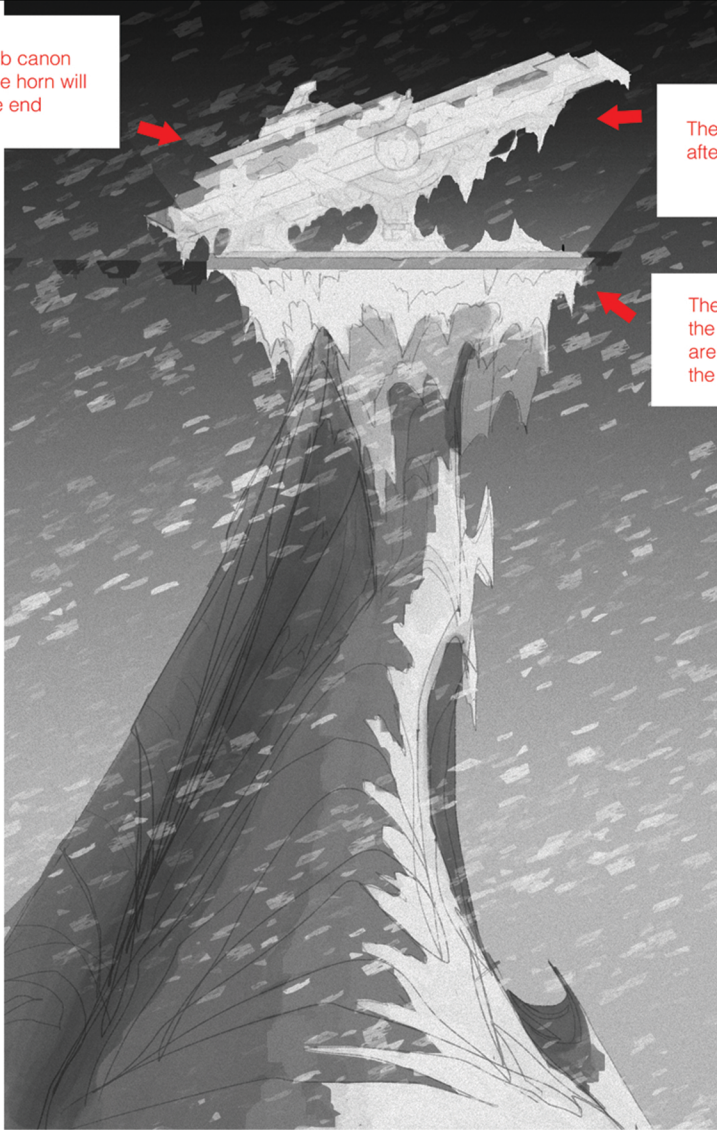
On this side of the mountain
there's a lot of wind and snow

The voice is standing up
on a electric device,
linked to the main platform

One of the plateform used
hy the horn to escape
(Sort of energy
transparent glass)

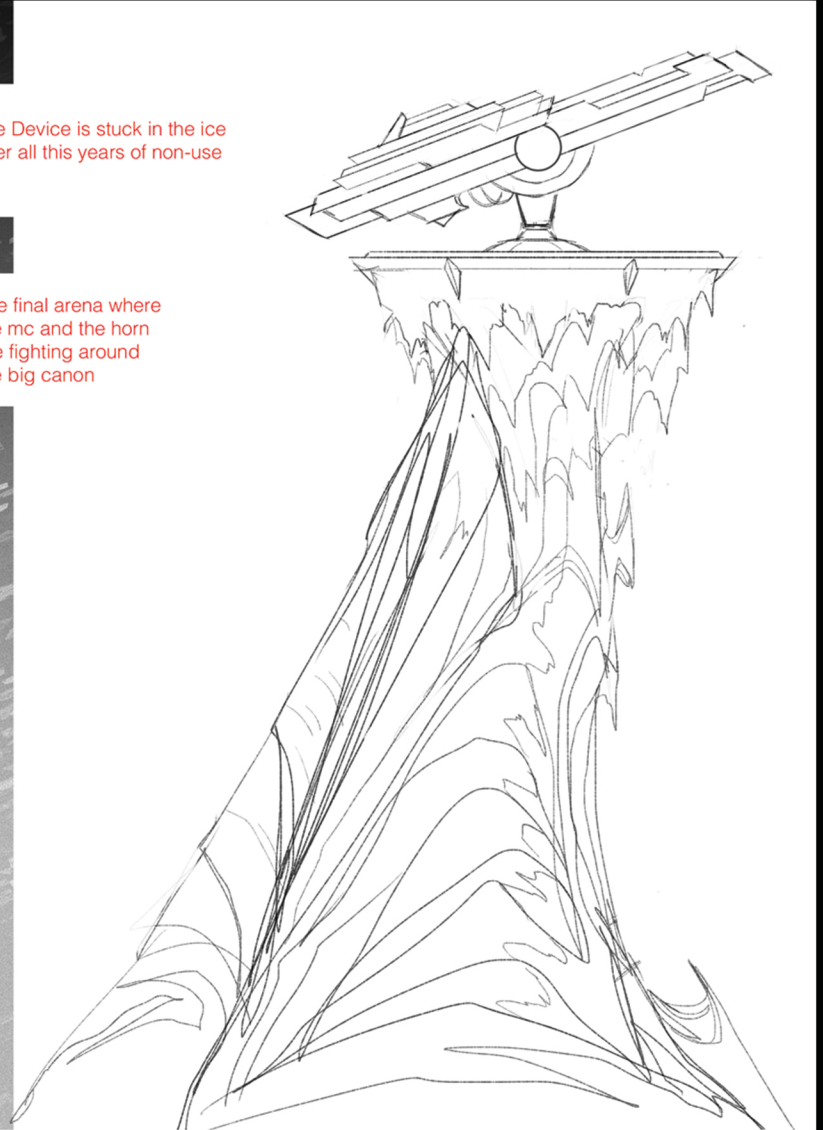
In the second part of the path,
there's a lot of snow, the MC
is leaving footprint beside him

The final bomb canon device that the horn will trigger in the end

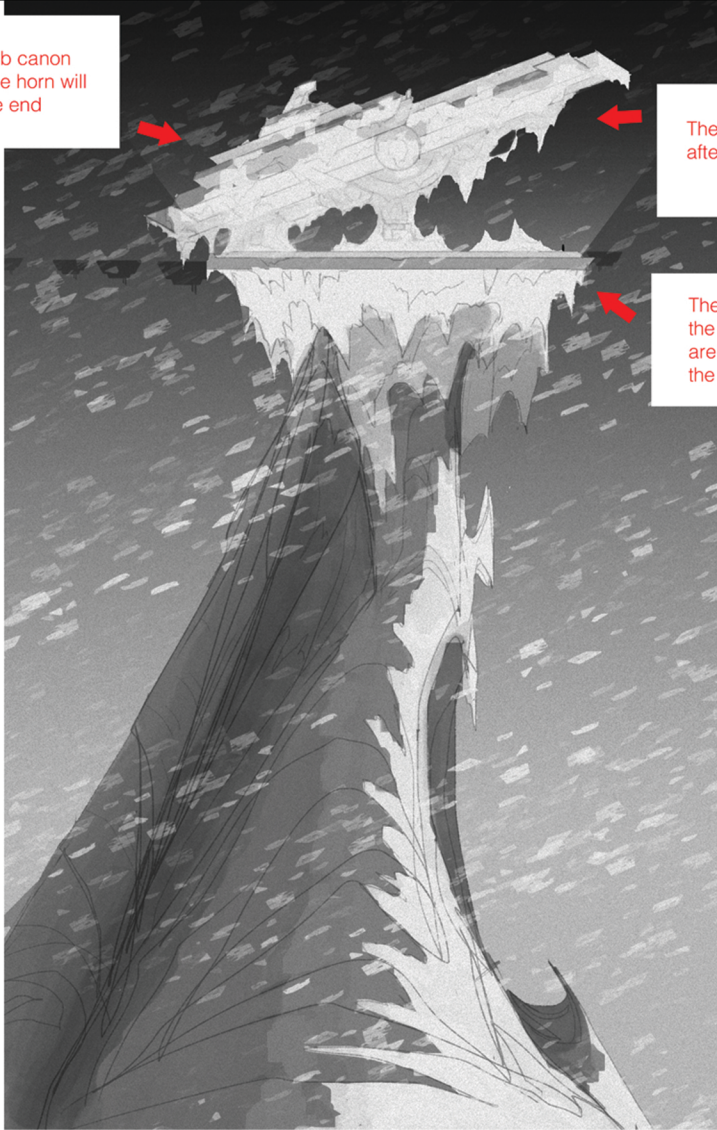


The Device is stuck in the ice after all this years of non-use

The final arena where the mc and the horn are fighting around the big canon

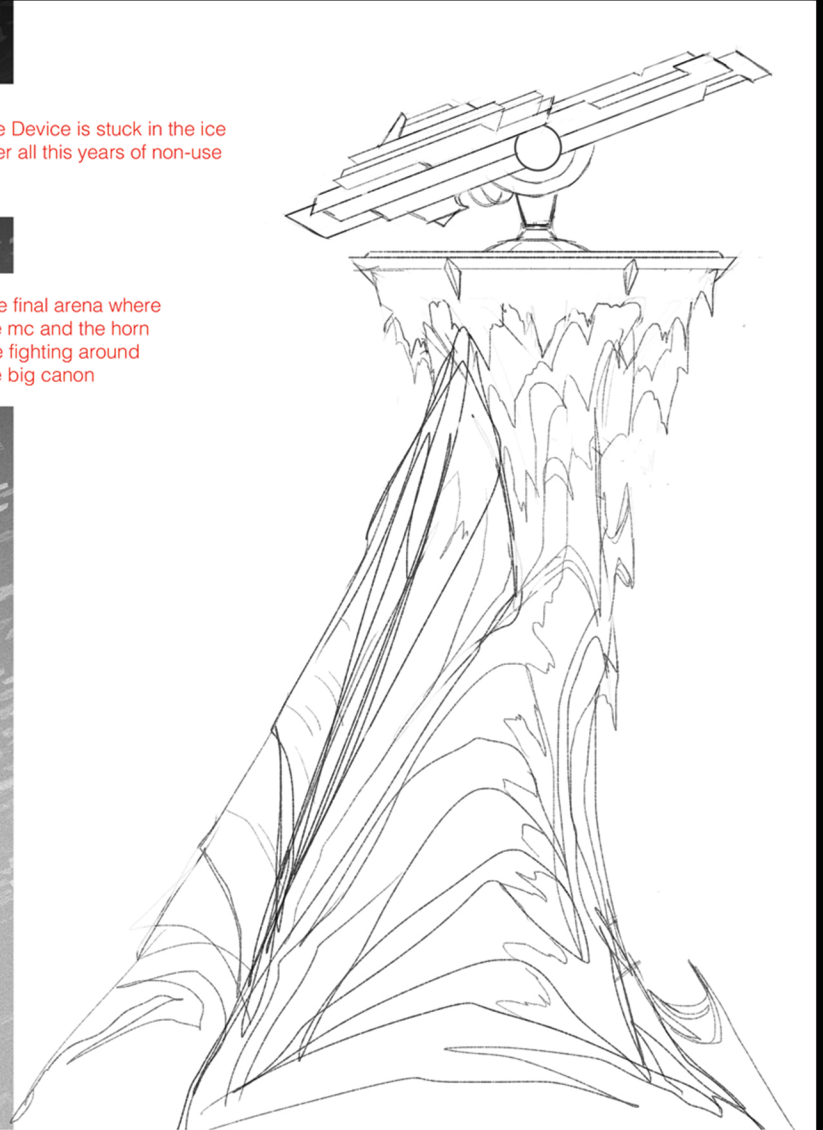


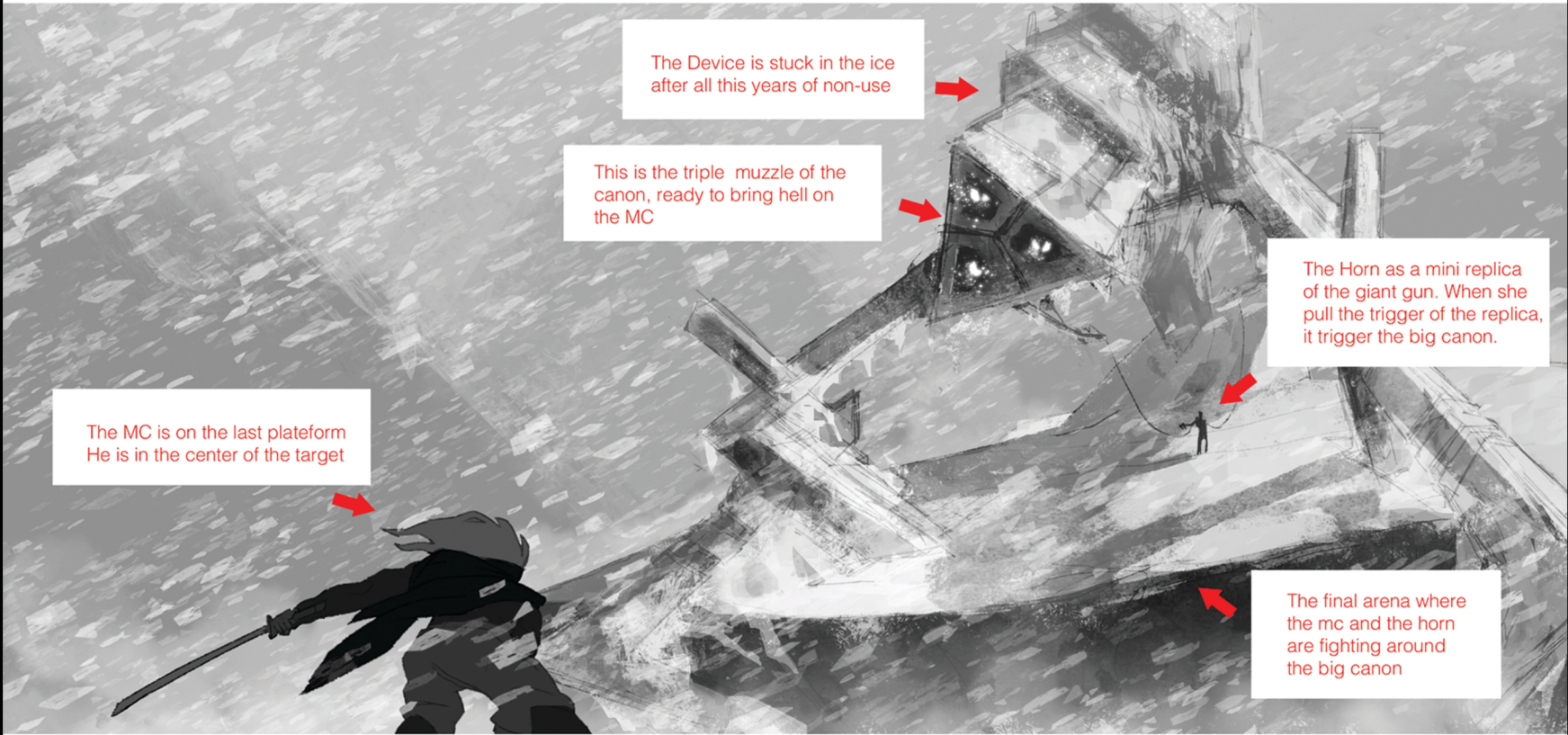
The final bomb canon device that the horn will trigger in the end



The Device is stuck in the ice after all this years of non-use

The final arena where the mc and the horn are fighting around the big canon





The Device is stuck in the ice
after all this years of non-use

This is the triple muzzle of the
canon, ready to bring hell on
the MC

The MC is on the last platform
He is in the center of the target

The Horn as a mini replica
of the giant gun. When she
pull the trigger of the replica,
it trigger the big canon.

The final arena where
the mc and the horn
are fighting around
the big canon



The MC jump out of smoke

The horn is surprised by
the mc jumping in the air



Rocks are flying up off the ground and stay in the air

The MC land on is feet, creating a big impact area.

The ground is cracking due to the impact



The MC quietly stand up.

His torn up cape floating in the wind

Unveiling his missing left arm,
torched by the giant lazer

TO BE CONTINUED

*thanks to **Audrey,Emeric**
and all **THE GAME BAKERS** team*

*Game available on **STEAM** and **Playstation Store***

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